

ST ACTION

THE WORLD'S MOST DEDICATED
ST GAMES MAGAZINE

Caveman capers:

*Unique playable
single level for
Chuck Rock
plus full review*

Reviewed:

**Monkey Island,
Killing Game Show,
Metal Mutant, Nam,
plus Shadow Dancer and
Supercars II Exclusives**



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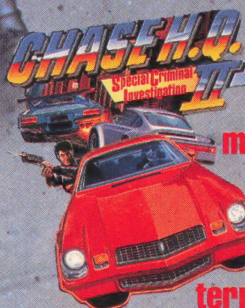


GOING OVER



NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



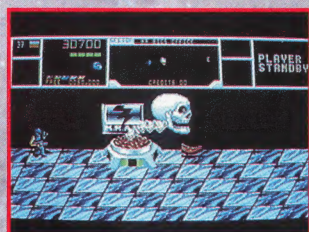
CHASE HQ II The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals.

It's **FASTER** - explosive power sends you bulleting through various terrains - hold the line or plough the

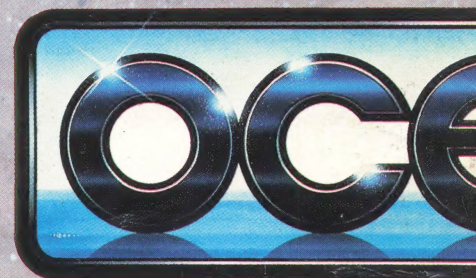
fields! It's **TOUGHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.

The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

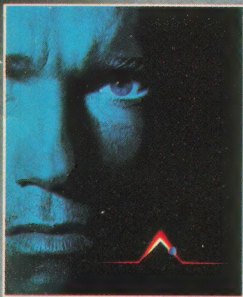
FOR THE BEST IN S



**AVAILABLE FOR YOUR: SPECTRUM . AMSTRAD
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ER THE TOP



TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into

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Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assassins. You discover the surreal truth -

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You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.

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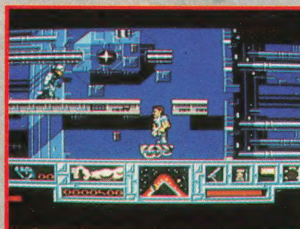
EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of RoboCop!

RoboCop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together! HE'S BACK... TO PROTECT THE INNOCENT

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SOFTWARE ACTION

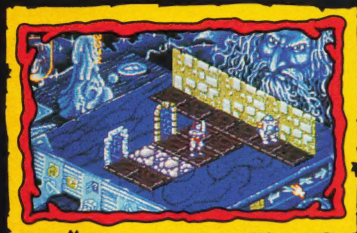


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From the best selling role-playing game Gremlin brings you...

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Screen shots from Amiga version

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ST ACTION

THE WORLD'S MOST DEDICATED
ST GAMES MAGAZINE

ST Action is the single biggest source of high-quality news, reviews, interviews and playing tips for Atari ST games players. Not only is STA's coverage the most complete, it is also the most sophisticated featuring as it does, the unique Punter-Power™ reviewing system.

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JUNE 1991

SPECIALS

VIRTUALITY

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The world's most advanced computer gaming system recently made its first appearance to the public and press. Virtual Reality adds a much-needed new dimension to the leisure entertainment industry and we have the low-down on the complete system. Don't miss out on reading about the magnificent future that it offers both you and us. ST Action reveals all!

GRAB A PIECE OF THE PREDATOR!

46

After revenge on an old friend? Maybe you want to shock the socks off your brother or sister? In that case, you have to enter our Predator 2 competition where you could win a shoulder-length mask of the gruesome creature and a rather fetching pair of Predator gloves to match! Only the fearless may enter...

THE TOP 20 ST TITLES

29

After considerable demand from our readers (and we're talking about letters by the dozen), we have decided to include the computer charts in ST Action. Learn who holds the top spot and discover where your favourite title is. Take a look now and let us know what you think.

REGULARS

ACTION NEWS

04

This month's news is rather special. We have extensive four page coverage of one of the largest computer shows of the year. ECTS '91 brought to the forefront a number of notable products from the leading software houses. We keep you up-to-date on exactly who is doing what.

ARE YOU SEEING DOUBLE?

15



You should be! Two stunning coverdisks are on the front of this issue of ST Action. Armour-Geddon from Psygnosis is such a highly playable demo that we had to use a whole disk just to cram it on! The other disk features Supercars II from Gremlin and a fantastic level of platform capers in Chuck Rock from Core Design.

LOOK ON THE BRIGHT SIDE OF LIFE

48

Don't feel depressed because you can't get any further in a particular game. We at ST Action like to provide a little happiness to our readers and our GTGA features do just that. This month, we help you out with Elvira, Wrath of the Demon, Codename Iceman and many more. So when you have a problem, you know where to come to find the all-important answers.

DUNGEONS AND DISK DRIVES

77

The Troll returns to have a chat with anybody who's willing to listen! What's this Knightmare licence all about? Let the Troll enlighten you. He also answers all those other niggling questions that adventurers seem to have.

BACK PASSAGE

96

Yet another humorous look at the industry and ourselves. If you don't read something that brings a smile to your face, then maybe you should begin to send in your own funny stories and outrageously embarrassing photos. We'll consider them all!



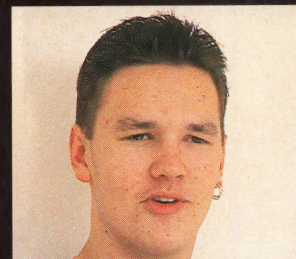
THE ACTION MEN...AND A WOMAN



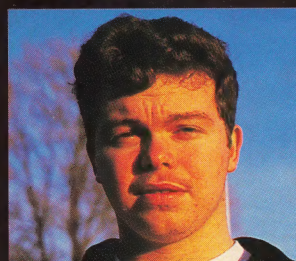
As well as being a regular style hound, our Art Editor, Sue, likes to spend her spare time playing her fave game - Diamonds on the Macintosh. A real gem is our Sue.



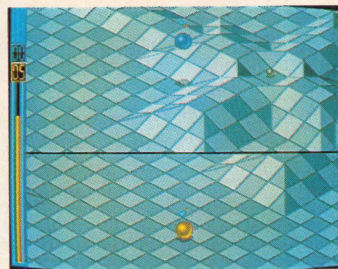
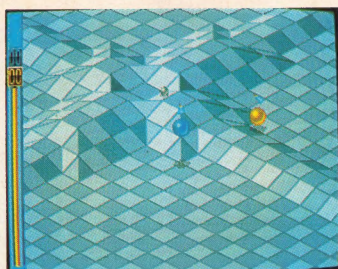
Alan "The boss" Bunker likes to take girlies for a ride on his bike - as long as they don't mind peddling that is! So, come on girls, send those snapshots to the usual address and win his heart.



Jason "Crystal Ken" Dutton is a bit of a secret raver. When he's not out on a pub-crawl in Oldham with his girlfriend, he's out celebrating Salford RLFC's 2nd division championship triumph. Nice one boys!



Paul "Old MacDonald" McNally is a man with a mission - a mission from God. His mission is to find the perfect woman. A woman of ample charms and an Altrincham accent. Will he be successful? Tune in next month and find out.

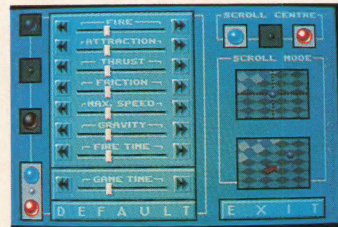


SLIDERS - PALACE

Palace Software had some great releases last month and they're no doubt hoping to continue that standard with Sliders. The game is a competitive ball racing strategic challenge for up to two players, featuring 3D isometric scrolling.

The player must chase a puck over 12 different fields, featuring one-way anti-gravity lanes, humps, valleys, ice and brake-zones. Sliders can be controlled by either keyboard or joystick and the strength of fire, thrust and so-on can be finely tuned to your hearts content. The STE is also fully catered for with full hardware scrolling.

Expect to see Sliders out around the end of July. We don't know the price just yet but expect to pay the usual.



RAILROAD TYCOON- MICROPROSE

Set in the early 1800s when railroads were bringing a new age of technology and power, Microprose's Railroad Tycoon is about to make the journey from the PC to the ST.

The idea behind the game is to create your own railroad empire, through humble beginnings to the present day. You must decide where tracks should go and plan the placement of your terminals and switches so that you can connect towns, cities and harbours, deal with equipment failures and natural catastrophes.

You'll have to gradually alter your rail network to cater for new markets opening up and to supply population shifts and industries. The process of decision making never stops.

Railroad Tycoon will appear on the ST in May/June of this year and will cost £29.99.

ST GAMESTIPS

If it comes to that time of the month when you simply can't wait for our Dotty to solve your problems, then a chap called Bruce Everiss may be able to come to your rescue. Bruce already runs four callstream telephone services (0898 numbers to you and me) but he's decided to branch out with four more lines including one for ST games tips.

The line, which is updated weekly, lasts for three minutes and is produced by one Richard Monteiro who's written for various mags in his illustrious journalistic career.

You can dial ST Gamestips on 0898 299386. Calls cost lots of money off-peak and lots more money during peak times (before 6pm), so if you're under 18 make sure you get your parents' permission or you may find your ST has been pawned to pay the phone bill!

CONTRIVER PRINTER PAK

As computers and their storage devices get increasingly smaller, one of the largest space consuming items has got to be your printer and its yards of paper.

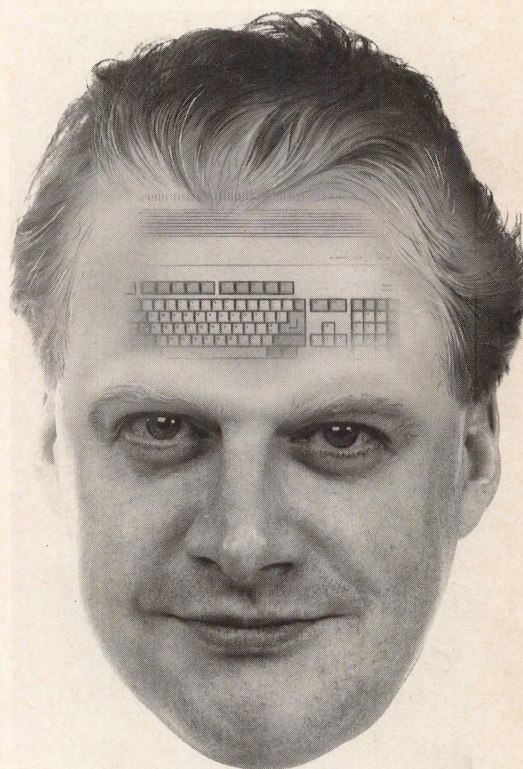
Contriver have now come up with the Printer Pak which allows you to store the paper actually under the printer. Available in France for some time, the Pak has already been very successful and this has prompted a UK launch.

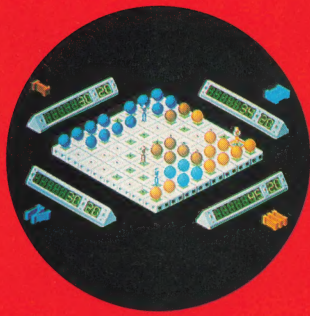
It consists of a stand, which leaves plenty of room for a cable, and over 100 yards of computer paper. Without the stand, that amount of paper would look awkward and untidy whereas with the stand, it is easy to handle and convenient.

Here we have the Contriver Printer Pak being modelled by this delightful young lady in the strange blouse, so you can see exactly what goes where.

It seems like a pretty convenient peripheral if space is scarce or you're just being hassled by your mother because your room looks untidy!

The Printer Pak retails at £19.99 and Contriver can be contacted on 0280 822803 if you're interested. A separate printer stand is also available at a cost of £14.99 so the decision is yours.





4 difficulty levels from very easy to ludicrous

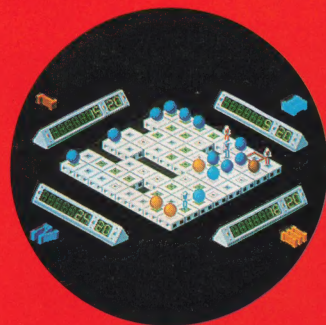
100 levels of Ball Busting Action



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ST/PC/Amiga

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*Available from
the end of May*

screen shots may vary

European Computer

Mid-April saw the ST Action team venture down to the ECTS show in London. Alan went one way while Jason and Paul went another. When they returned to their Cheshire office, the team collated together all the vital information they had gathered. Now Alan takes you on the same journey to London, only a few weeks later. Join him now if you want to know what's what in the world of computer entertainment.

The 1991 European Computer Trade Show has ended, and although it wasn't as rewarding as expected, I have a lot of news and general gossip to tell you about.

Everybody who is anybody was there, of course. US Gold, Virgin, Ocean, Psygnosis (who apparently shook off the competition with ease at the awards ceremony) and numerous other companies from all corners of the globe had stands or suites for people to browse around.

Obviously, I haven't got the space in the magazine to mention absolutely everything but I hope to inform you of ALMOST everything you need to know.

THE FRENCH CONNECTION

There was a lot of interest directed toward European companies, especially those from France, who seem to be establishing themselves quite strongly on the British home computer market.

ACTIVISION

Activision look to be very active at the moment with a number of forthcoming releases that seem set to be huge successes. I don't know where to start, really! The intergalactic shoot'em-up, R-Type 2, is one to keep a careful eye out for with enough firepower to put the Gulf coalition forces to shame. The release date is July and it will sell for £24.95.



R-Type 2



Also soon to come from Activision are puzzle game Shanghai II, and behind the lines infiltration in what is described as: "...a 16-colour solid 3-D game set in fractal generated landscape from a second person viewpoint." What is it? It's a game called Hunter.



Shanghai II

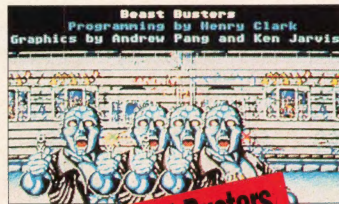


Hunter



Hunter

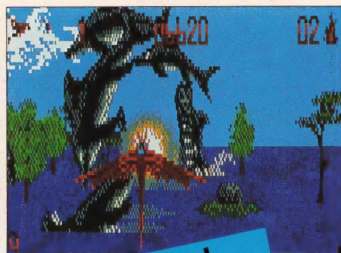
Beast Busters looks highly promising as a beat/shoot'em-up of Op Wolf influence while Deuterios is another game with a galactic feel to it that should be available in August.



Beast Busters



Somewhere else in France, Ubi Soft are about to release Pro Tennis 2. In development is Unreal but, as yet, I don't really know that much about it. Take a look at the screenshots for now and I'll update you more in the near future.

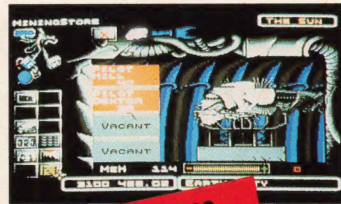


Unreal

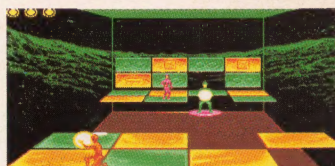


Loricel have a lot of plans, too. With reviews in this issue of ST Action, they intend to follow them up with even better products. Superskweek looks to be a fun two player game that involves colouring a number of tiles while negotiating traps and monsters of various descriptions. The use of certain weaponry is also permitted, just to even things out a little!

Guardians has an extremely



Deuterios



interesting theme nestling beneath the challenging gameplay. The action takes place in a 3-D room where the object is to prevent a number of Triffids from escaping by constructing a wall to imprison them inside the area. Various bonuses are available to add that touch of extra enjoyment. Available soon as will be puzzle games Time Race and Booly!

DISCONNECTED

Sort of French now they are with Leisure Holdings, Palace Software have two new titles previously unmentioned in ST Action. SWAP is a "...brain-teasing new puzzle game that is at once extremely simple yet horribly addictive...clear a board of coloured tiles by swapping pairs around to create a cluster of the same coloured tiles, which then vanish." Three different shaped tiles complicate matters considerably and the time limit is not to be laughed at!

I actually saw more of Sliders which was explained to me as being a 'Marble Madness' clone. To be honest, I was quite impressed with the remarkably smooth graphics and appealing gameplay. The idea is to score points by directing an electro-puck into a set of goals. The more points you get, the more likely you are to win.

Trade Show 1991



Birds of Prey



Birds of Prey



EA GOING STRONG

Two new titles coming up from Electronic Arts are *Birds of Prey* and *Zone Warrior*. I took a good peek at the flight sim *Birds of Prey* and it looks absolutely stunning! When developing the game, the main priority was to achieve the feeling of realism and not necessarily detract from that with fast arcade action although, obviously, piloting a selection of fighter and bomber aircraft does ask that you shoot down the odd enemy aircraft or two! The option to command ground forces is also incorporated into the game. Unfortunately, ST owners will have to wait a few months before it makes an appearance.

Zone Warrior, on the other hand, is similar to *Turrican*. It is a multi-directional platform shoot'em-up. To put the plot of the game in simple terms, you have to travel through various time zones, eliminate the bad guys, and make the whole world a much better place to live in. Sounds good!

Zone Warrior



LOTUS II ON ITS WAY!

Gremlin are keeping themselves busy with a host of titles containing various gaming styles. Some hot news from Gremlin is the beginning of work on *Lotus Esprit Turbo Challenge II*. The original earned 90% in ST Action. Can the sequel be much of an improvement? Well, we'll all have to wait and see!

Gremlin's *Utopia* is an enhanced version of *Sim City* where the action takes place on another planet. *Pegasus* is a satanic blast featuring six levels of mayhem and the ability to increase your firepower considerably, while *HeroQuest*, which you'll all have already heard about by now, is a conversion of the best selling fantasy role playing board game, and is due for release very soon.

Also, don't miss out on *Switchblade 2*. The final version will contain six levels consisting of over 100



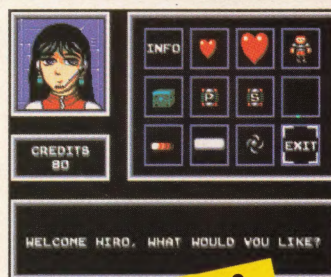
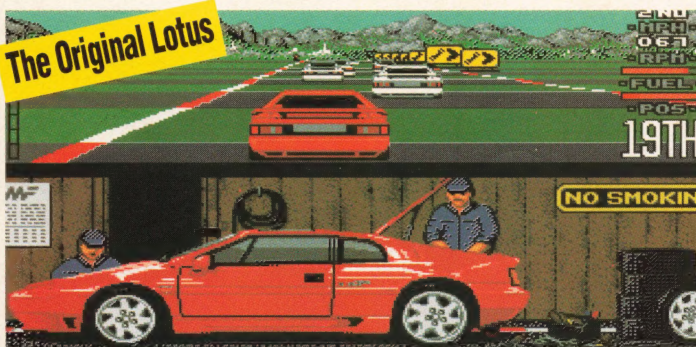
HeroQuest

screens per level. Weaponry is aplenty with spin blades, machine-guns, firebombs, gas grenades, lasers, homing missiles and splash blades at your disposal in this game of ultimate destruction. Due for release around now at £24.99, it could be well worth spending your cash on.

Deserving a quick mention are Gremlin's and EA's budget labels. On Gremlin's GBH label come *Supercars*, *Footballer of the Year II*, *Imposamole*, *Venus*, *Ultimate Golf* and *Combo Racer*. Each title will cost you a mere £9.99 at the most.

Star Performers, EA's equivalent to Gremlin's GBH, presents *Flood*, *Projectyle* and *Starflight* for £10.99 each.

The Original Lotus



Switchblade 2



Switchblade 2



ECTS 1991



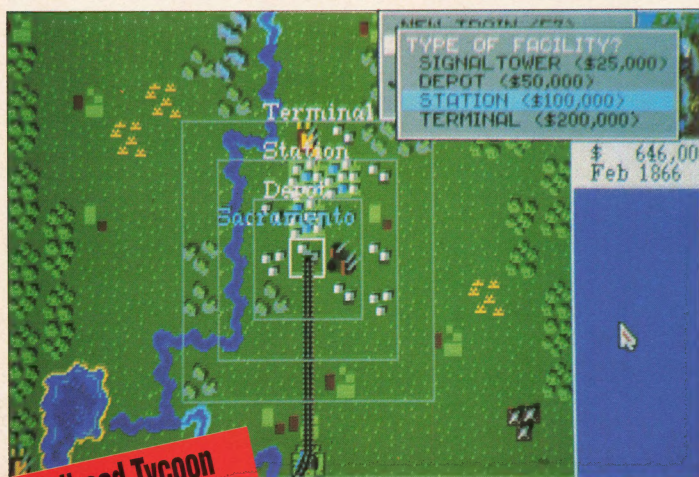
MICRO PROSE

SOFTWARE WITH STYLE

Microprose's sister company, Micro Style, announced their first attempt at a true flight simulation in Air Duel. ST Action were assured that the end result after months of hard work would be fantastic, allowing players to pilot aircraft from as far back as World War I to modern day combat planes. Air Duel will be able to cope with two players, either taking part using a split screen or linking together two STs by cable. I wonder what Microprose Simulations are making of all this?

Micro Style

Micro Style are also working on 3-D Golf in an attempt for a release date in the not too distant future. Described by Micro Style as having "Impressive 3-D rolling landscapes, realistic gameplay and six challenging courses," it will be eagerly awaited by golf enthusiasts. I can't help you out with screenshots this month.



Railroad Tycoon



Railroad Tycoon from Microprose has been available on the PC for a while and has been incredibly well received. ST owners can look forward to seeing the product some time around the end of May. Take a look back at previous news articles for more details.

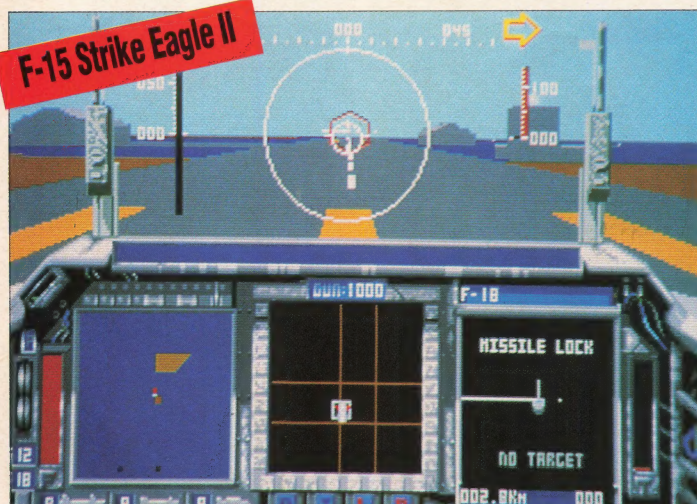
You can also look forward to F-15 Strike Eagle II, a combat flight simulation that features hundreds of



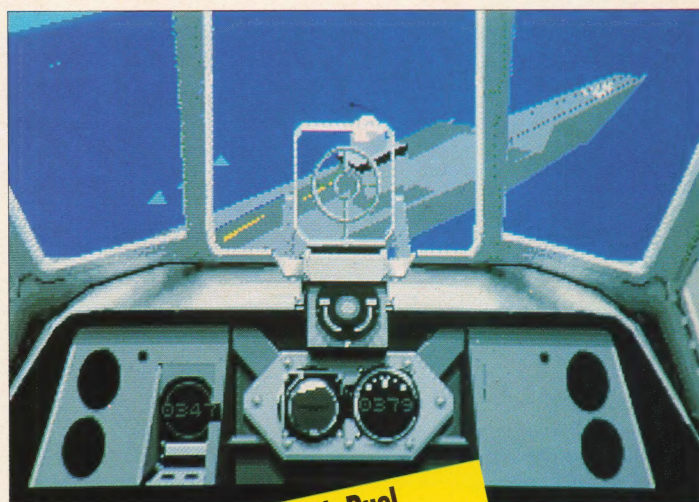
F-15 Strike Eagle II



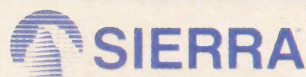
missions and the latest in high-tech weaponry. To be priced at £34.99, Microprose hope to have the product completed by the end of July.



F-15 Strike Eagle II



Air Duel



Sierra's reputation for producing top quality software grows stronger every day. For those gamers who would like to know more about forthcoming ST titles, I have some good news for you.

Sierra are continuing with the success of their King's Quest series with King's Quest V. They claim that: "Never before has Sierra devoted so much of its resources into a single product."

Quest For Glory: Trial By Fire is also due, combining adventuring and fantasy role-playing in one title.

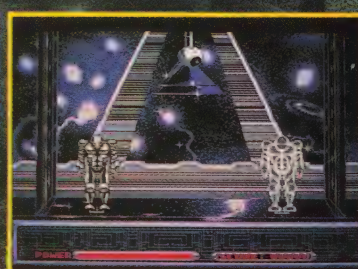
METAL MUTANT

Metal Mutant is the ultimate future battle machine, sent to the planet Kronox to search out and destroy the tyrant Arod 7. A miracle of future bio-technological science, Mutant can transform at any stage into three different robotic forms.

Mutant has a huge range of different combat moves as he fights his way across Kronox. He fights not just tooth and claw but tooth, claw, missiles, rope, shield, whip, torpedo, battle computer and remote flying droid.

Metal Mutant is a science fiction exploration and combat epic featuring over 160 fully-bitmapped screens, 24 different combat moves, intriguing puzzles and more than 40 different enemies plus end of level guardians.

AMIGA · ST · PC

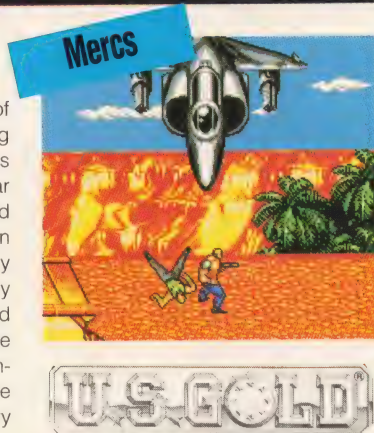


ECTS 1991



GOING FOR GOLD

U.S. Gold announced a number of titles to expect in the forthcoming months. Monkey Island 2: Chuck's Revenge will be released next year and another Indiana game called the Fate of Atlantis is appearing in two forms: an adventure by Lucasfilm and an action version by Attention To Detail, the team behind Nightshift. Look out for a release around October. The coin-op conversion of the fast combat game Mercs can also be expected very shortly.



SEGA'S HAND-HELD

Hand-held consoles are becoming more and more popular. With the price of the Atari Lynx being slashed on almost a regular monthly basis, general punters can now quite easily afford a decent machine to take around with them.

Well, I recommend that if you are considering buying a hand-held machine, don't pay out anything until you've seen the Sega Game Gear, a full colour and easy to grasp console that is fantastic to play and will be well supported in terms of software availability. You should be able to pick one up for around £130 with a couple of games thrown in for good measure. Everybody on ST Action recommends it!



COMING SOON...

Finally, Paul and Jason found their way to the Virgin stand to uncover the secrets behind some of the com-

panies latest products. Graftgold's strategy simulation Realms will appear on the Virgin label in September. They claim it requires intense involvement and interaction with other characters on a scale never matched before. Let's hope they're right.

147 3-D Snooker also looks promising and is being developed by Archer Maclean of International Karate fame. The usual features are included such as viewing the table from almost all conceivable angles, along with swerve and spin. It should be released around the same time as Realms.

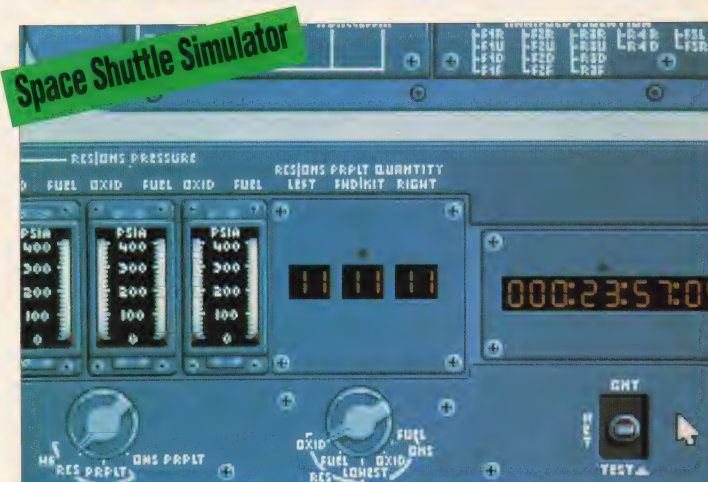
Vektor Grafix, the team responsible for The Killing Cloud, are now working on Space Shuttle Simulator. You will be able to fly realistic missions including SDI activities and recovering satellites that are making your BSB dish go all funny – or something like that. As we receive more details from Virgin, we will be sure to let you know.

Two more software items from Virgin include Rolling Ronny (roller skate about the city and generally shoot people) while Sarakon is an ancient Chinese puzzle game which

involves the traditional movement of shapes from one place to another. Look out for more information coming soon as it will be easier to go into detail when the review copy is issued. We hope to have it in a week or so.

The Mastertronic side of Virgin is releasing a number of exciting Infocom titles. They include Zork II and III, Enchanter, Sorcerer and Deadline. All will retail for the small sum of £9.99.

Of course, there is a lot of news that I haven't been able to cover but you now know everything you really need to. For more updates and the latest news, you know where to come – ST Action, the world's most dedicated ST games magazine!



PREDATOR 2™

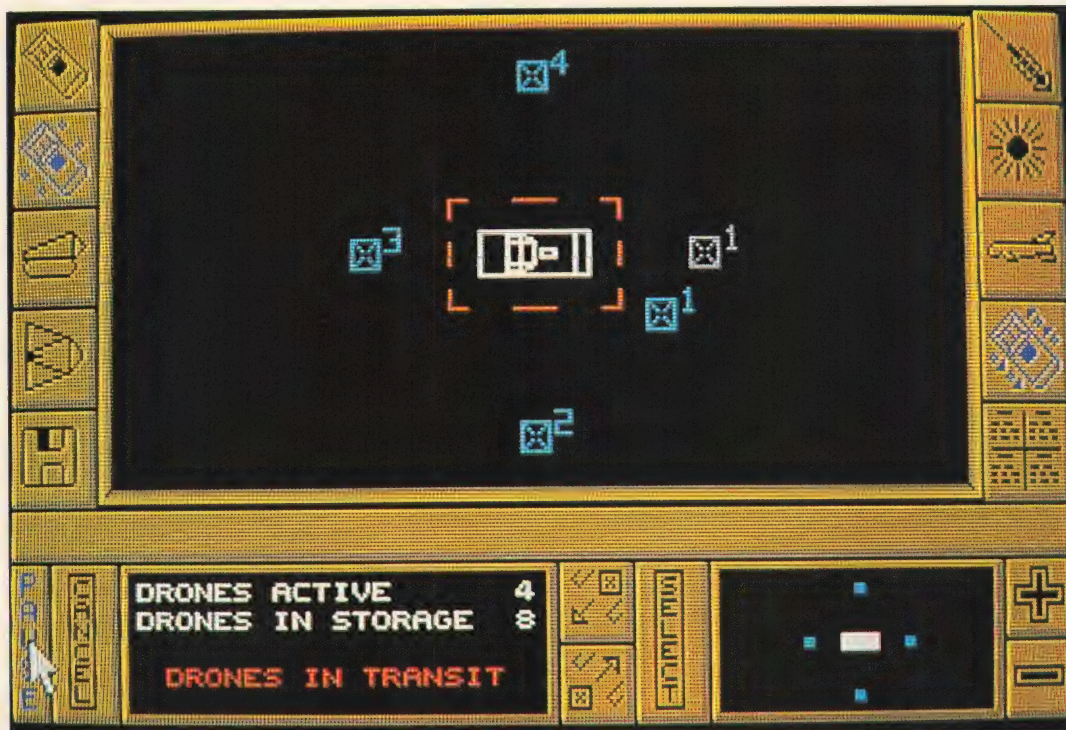


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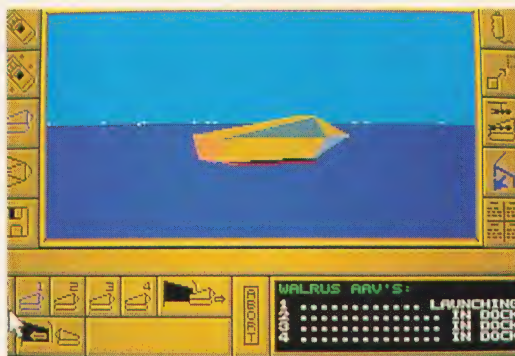


CARRIER COMMAND – MIRROR IMAGE

The ST budget market is really blossoming at the moment, with a lot of old classic games finding their way back onto the market at a cheaper price.

Mirrorsoft's budget division – Mirror Image – have recently announced a couple of old titles the first of which is the classic Carrier Command. It features a combination of arcade and strategy coupled with amazing 3D filled vector graphics that are still among the best ever.

Carrier Command was a landmark in software at the time, and so is probably worth a place in anybody's collection for that reason alone. It's available now and will cost you £9.99.

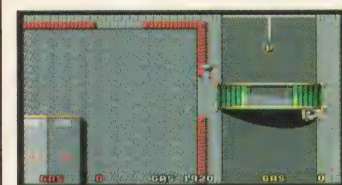


3D POOL – MIRROR IMAGE

Just over two years ago 3D Pool was released by Firebird. It's unique 3D perspective makes it possible for you to view the table at any angle by rotating it to suit your requirements. You can also tilt the table so you can accurately line up your next shot accurately.

The control method is sensitive and realistic, which comes in quite handy as you have to play against a super intelligent computer opponent.

Like all the other Mirror Image games, 3D Pool is out now at a price of £9.99.



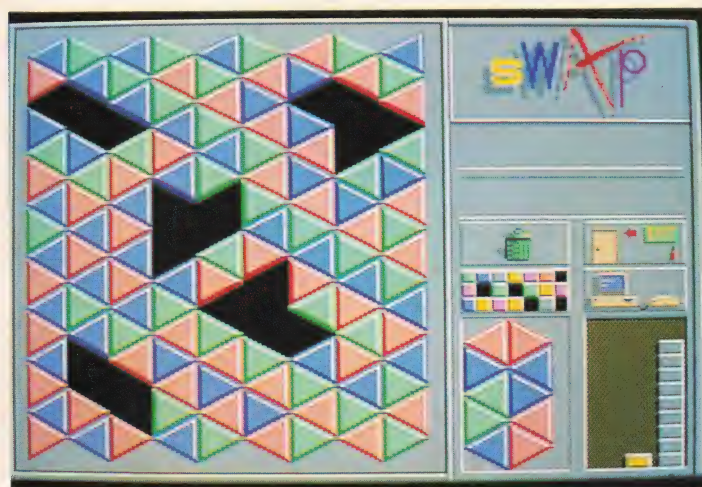
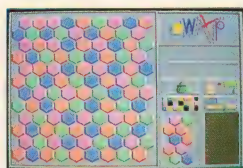
SWAP – PALACE

Puzzle games are the flavour of the month at the moment as software houses strive to publish simple but addictive games. As well as Sliders, Palace also have Swap in the pipeline.

In it you have to clear a board of coloured tiles by swapping pairs around to create a line of the same colour which will then vanish.

You've got the opportunity to play in competition mode or even against the clock. You can also change the size and shape of your tiles (the smaller ones are harder to get rid of).

Swap has all the hallmarks of being a compulsive puzzle game that requires thought, planning and concentration. It'll be out at the end of June although the price has yet to be announced.



MONSTER PACK 1 – PSYGNOSIS

Compilations are still pretty popular and the Monster Pack Volume One should prove no exception as Psygnosis have put together three pretty recent games in the one distinctive box.

The best of the bunch is undoubtedly Nitro which went down a treat in the offices. For simultaneous three player racing action you can't get much better than this.

The second of the three games is Shadow of the Beast. Graphically and sonically stunning, Beast never quite fulfilled its potential as being one of the best games ever. The playability was slightly suspect, but it's definitely worth a look.

The final offering is Infestation. The game received rave reviews from the computer press and features excellent graphics and rates highly as an arcade adventure.

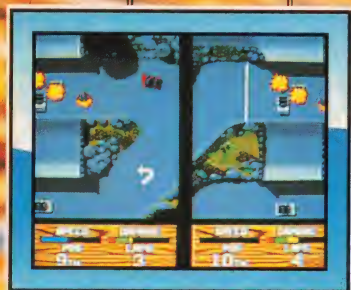
You should be able to find the Monster Pack at your shop now although there are no details of the price just yet.

THE DEFINITIVE DEATH RACE

SUPERCARS II

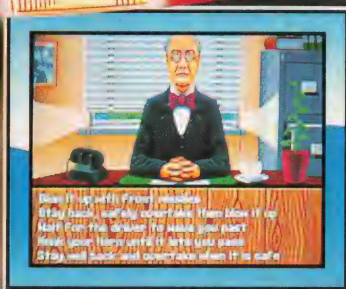
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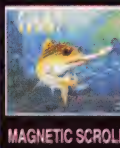
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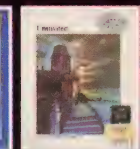
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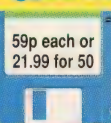
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INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.

Probably the world's most playable coverdisk



Two magnificent coverdisks on this month's ST Action and, on both, the best demos you will probably ever find. We have games from Liverpool based Psygnosis, Sheffield based Gremlin Graphics and Derby based Core Design.

ARMOUR-GEDDON

Psygnosis believe in doing things with style. The quality of this month's Armour-Geddon coverdisk demo proves this beyond doubt.

Fly not only a fighter plane and bomber on a dangerous mission, but also take control of a deadly variety of armour. Equip each craft with an arsenal of firepower and you'll be ready to blow your enemies back to where they come from!

Armour-Geddon will hopefully be reviewed in next month's issue. We're absolutely sure it will appeal to most games fans with its exciting combination of gaming elements that demand strategic thought and quick reflexes from all players.

CHUCK ROCK

Comical capers as you take control of the cutest caveman ever to appear on the ST. Core Design's latest product is here for you to play with a level exclusive to ST Action.

Originality, humour, exciting action and great playability are all here for you to enjoy.

You must progress to the end of the level without losing all your valuable lives. Watch your blood level for if you lose too much, a precious life is lost. Fortunately, collecting hearts that can be occasionally found around the level will improve your vitality no end.

Chuck Rock is highly enjoyable platform fun and shouldn't be missed. All you have to do now is load the demo.

SUPERCARS II

The sequel to the excellent Supercars and quickly following Gremlin's other racing masterpieces such as Lotus and Toyota Rally, Supercars II has now emerged from deep within their Sheffield lair.

Rather than from a behind the car perspective, Supercars II is viewed from directly above. This allows you to see oncoming corners a little sooner than usual but don't think this detracts from the difficulties of being a racing driver, for every twist and turn is a problem.

The demo and review are exclusive to ST Action so you made a wise choice when buying the magazine! Hesitate no longer and boot-up the demo for the ride of a lifetime!

SINGLE-SIDED OWNERS...

Format a blank disk and label it. Insert the original coverdisk into the drive and select all the icons except the folder labelled SIDE2. Drag the icons onto the DISK B icon and follow the on-screen prompts, inserting your newly formatted disk when the computer asks for disk B. When the copy process has finished you will have backed up side one of the coverdisk.

FOR DOUBLE-SIDED OWNERS...

Double-sided disk drive owners will be able to open up the SIDE2 folder and copy these files onto their back-up disk. Unfortunately, single-sided owners will not be able to access side 2. Keep your original coverdisk in a safe place and use a backup at all times.

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**DISK
18**



Last month, we reported three imminent major releases from software house Psygnosis. Elsewhere in this issue, you will be able to read the review of one of those (The Killing Game Show) and here we present a marvellous fully playable demo of another, Armour-Geddon. Unfortunately, we have no further news on Awesome.

The Armour-Geddon demo is probably the best demo ST Action has been able to give you. The flavour of the game has been strongly captured, for you are allowed to attempt almost everything that will be available when the full game is available in the shops.

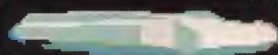
Heavy Tank



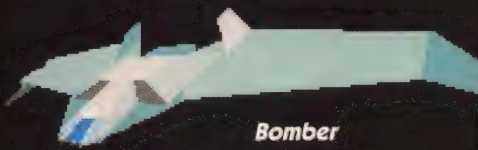
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Bomber



Fighter



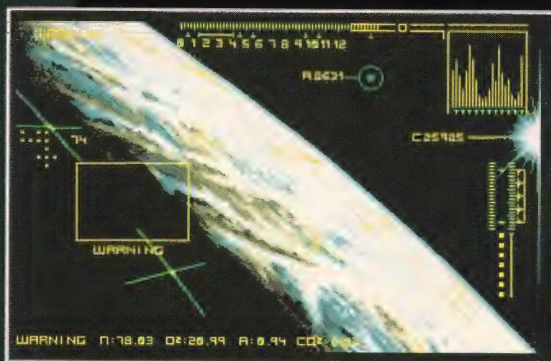
Helicopter



ARMOUR-GEED



DOON



Not only can you take control over any and all of the vehicles simultaneously, but the ability to considerably equip them with weaponry and other special devices is available.

The mission in the demo is to destroy an enemy base that is situated some distance from your own base. Without relent, the enemy will attack you from all sides, using combat helicopters and fighter craft. Shoot them down or face the risk of losing one of your invaluable vehicles.

Surprisingly, the full game isn't just a case of seek and destroy the opposing forces (although there is a lot of that!). The object will be to seek and collect the components to a neutron bomb with which you must destroy the power lines that drive a satellite. The satellite has the power to eliminate Earth from the Universe so the consequences of failing are fatal.

Many thanks to Psygnosis for the wonderful demo and we hope to do business with you again!

THE CONTROLS

The menu is mouse controlled but the in-game action is by joystick and keyboard.

Esc	Menu
Tab	Raise gun turret
Control	Lower gun turret
Q	Arm weapon 1
A	Arm weapon 2
Z	Arm weapon 3
W	Weapon View
S	Start/stop engine
T	Target switch
Help	Shield up
Undo	Shield down
+	Increase thrust
-	Decrease thrust
P	Pause

On the keypad:

0	Satellite view
+	Zoom in
-	Zoom out
5	Return to cockpit view

Try others to view the action from various angles.



HOW TO PLAY THE DEMO

Insert the disk into the drive and the demo should automatically load. After a fantastic intro sequence, you will be presented with a menu screen. Click on 'Single Player'.

Use the arrows in the bottom right corner to switch between craft. When you want to select one, drag it across to the window at the bottom left using the mouse. The same applies to the weapons that follow. To select more than one craft, click on another selection icon (NA) in the top left quarter of the screen. You are allowed to pilot six in total. When ready, click on Pilot Vehicle. To switch between mouse and joystick, key 'M' or 'J'.



SIDE
1



Supercars II



What is about to follow is inevitable: Gremlin have yet again produced another racing game which possesses the same high standard of quality as all their others. Gremlin are certainly riding high at the moment and driving for more success.

The team responsible for programming the Supercars 2 demo and, of course, the final version of the game, is Magnetic Fields. For those of you who aren't aware of their past record, they're the clever bunch who created Lotus Esprit Turbo Challenge! If that isn't a good enough reference, then you're a very sick person and we recommend you see a psychiatrist!

Essentially, Supercars 2 is an enhanced Super Sprint/Badlands. With it being the latest in the line, Supercars II is the more playable product as Grem-

lin have been able to learn from past titles and knew where improvements could be made. The end result is a highly playable demo and game that should have most of you stuck to your seats for many an hour.



What does the final game offer? Apart from a simultaneous two player, split screen option, there are three levels of play with seven tracks to each level. Altogether, there are 10 cars in competition with you as you tear over bridges and dart around banked curves.

Many more features are also incorporated onto the various circuits. The coverdisk demo is restricted to having sharp curves and an open bridge to jump. For more details concerning the final game, check out the review elsewhere in this issue.

HOW TO PLAY THE DEMO

Insert coverdisk 19 and double-click on the CARS.PRQ file. From here, the game will automatically load. Once the screen full of text appears, follow the instructions.

Controls during the actual game are very simple and shouldn't take long to get accustomed to. The fire button on your joystick acts as the accelerator while left and right steers your supercar. Pushing up on the joystick fires one of your homing missiles and pulling back releases rearward shooting rockets. Don't waste your ammunition as it is strictly limited.

ProFlight

from
HiSoft



Fuel up, weapons loaded...let's fly...

*The Tornado Flight
Simulator for your
Amiga and Atari ST*



...target spotted...try your cannon...

Some comments from ProFlight Customers

- "The best simulator on the ST by far."
- "Very well done, the only flight simulator that gets it right! Thanks."
- "Well done!!! It is real!"
- "Superb - without exception the best on the market."
- "Very impressive - brilliant manual."
- "At last - a real flight sim for the purist."
- "Your usual high standard of software. Excellent."
- "For realism, beats anything I have ever seen on a home computer."
- "Good fun & makes me nervous when flying dangerously - 10 out of 10."
- "Brilliant manual, brilliant simulator."
- "Another HiSoft winner!"

These are all unsolicited comments from users of the Atari ST version of ProFlight.



and the Reviews ...

"The sheer range of things to do makes this a winner and with future expansions planned this one could become as popular as the now classic Flight Simulator II."

"A great deal of thought has gone into how the plane handles and the controls are very responsive."

ST Action, March 1991.

"ProFlight isn't the same as other fighter sims - it really does feel real."

"ProFlight is addictive ... if you've got the hang of less realistic simulators, moving on to ProFlight will give many more months of exciting flying. Very complex but enjoyable and well worth the clams!"

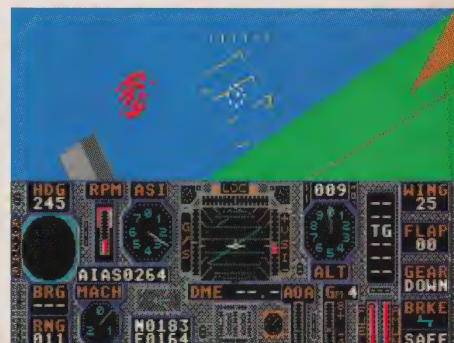
Atari ST User February 1991.



...change to missiles...locked on...



...heat-seeking missile launched...



...target destroyed...back to base...

HiSoft is delighted to announce the immediate availability of ProFlight for the Atari ST and Amiga.

ProFlight; a supremely accurate simulation of the Panavia Tornado military aircraft, a plane that is the fastest aircraft in the world at ground level (Mach 1.2) and one of the fastest at any level (Mach 2.2) with advanced swing-wing technology that gives it a truly multi-role capability. ProFlight uses complex and exact flight equations that allow you to fly this powerful fighter just like its pilots.

Everything is there ... you can fly peaceful reconnaissance missions or roar into full attack with cannons, bombs, heat-seeking Sidewinder and radar-guided Sky Flash missiles.

ProFlight comes complete with a professional 170-page, ring-bound flight manual which details every aspect of flying this exciting aircraft together with a pull-out specification sheet of the Tornado.

ProFlight is available from all good computer stores and costs only £39.95 inclusive (UK only); if you have difficulty locating your copy, please call HiSoft on 0525 718181 and ask to speak to Julie.

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SIDE
2

ST ACTION
GAMES DISK
SPECIAL
FEATURE



Chuck Rock, the man whose belly is his brawn. The man whose wife, Ophelia, has been kidnapped. The man who would rather watch The Flintstones showing on TV than save her. Unfortunately, its showing is not for a while so Chuck decides to try and rescue Ophelia, after all.

ST Action and Core Design bring you a fully playable, fully exclusive level of the magnificent game. Using his immense speed and agility (well, maybe not), Chuck sets forth into the wilderness on his first ST adventure.

Although essentially a platform/beat-'em-up game, the originality of the plot and graphics distinctly sets it apart from all other products of similar style. Taking the role of Chuck you must kick and belly-butt your way forward past woolly mammoths and pterodactyls. Don't let other cavemen enowball

you into the ground but use large boulders to deflect them elsewhere.

Although quite a docile character, you have to continually use your minute brain to solve problems of negotiating raised platforms and fending off energy-draining opposition.

Chuck Rock provides a much needed refreshing change to software and is a pleasure to play. The full review appears elsewhere in this issue and by playing this demo, we hope you get a real feel of what the finished version is like. Thanks to Core Design for the demo.



HOW TO PLAY THE DEMO

Open the SIDE2 folder. Double-click on the file called CHUCK.PRG and the demo will now load. The game is joystick controlled with the usual up, down, left and right moves. Combining the fire button with the following movements of the joystick causes specific actions: Right and fire is a belly-butt, up and fire is a flying kick, down and fire picks up boulders which you can carry until you decide to drop them.

Make your way to the right and if you prove to be a capable caveman, you should finish the excellent demo.

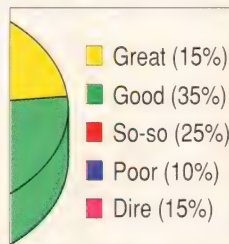
TEAM WORK

That's what's involved in producing the most entertaining and informative pages around. Here's the low-down on how it's done and how you the Punter can become part of the action....

THE SCORE PANEL EXPLAINED

The Punter-Power™ Pie Chart itself. The pie is divided into five colour coded sections. By looking at how large each pie section is you can tell what proportion of our panelists had what opinion of the game.

PUNTER-POWER™



Not much explanation needed here. Name of the game under scrutiny and the all important price tag in pounds and pence including VAT.

GAME: SAMPLE GAME
PRICE: £19.99

Throughout our testing, the thing that became obvious about Sample Game is that it has real depth of gameplay. No sooner have you completed one brain teaser than the next is upon you. Some of the problems you may find are just a little bit irrational but for the most part they are gripping and challenging. The gameplay is enhanced by some excellent 3D graphics with stunning backdrops to add a touch of realism. The game is only marred by a lack of solid sound effect. Overall a very interesting game.

The key on the left of the pie chart details what level of appeal each sector colour represents. These appeal levels correspond to what each Punter-Panelist thought of the game in question from 'Great' right down to 'Dire'. The key also gives the exact percentage of panelists voting for each level of appeal. In this example, 15% of panelists thought the game was 'Great', 35% thought it was 'Good' and so on.

Gameplay is above sound and graphics for a reason – we know it's more important! Gameplay is the factor behind whether your £20+ investment will stand the test of time. Ratings from 1 (Noughts and Crosses ZX81 style) to 10 (More fun than a night with Kim Basinger!). The example here shows a score of 7 which is good.

GAMEPLAY: 
SOUND: 
GRAPHICS: 

The comment text summarises what the reviewers and panelists thought of the game. This text has been designed to highlight reasons why games were marked up or down.

RATING=75%

Pretty simple really – it's the good old bar chart. How good the sound and graphics are – from 0 (none at all) up to 10 (state-of-the-art). The example shows 3 for sound and 8 for graphics.

If you're after a snappy answer to 'is this game worth buying?', then check out the overall rating. Pie chart data is only one of the factors used in the overall rating. Scores of 75%+ are excellent games that will not disappoint. From 50-75% are games that are good solid products but maybe lack that state-of-the-art graphic sparkle or 'just-one-more-go' gameplay. Below 50% it's all downhill and we really would advise you to try before you buy. Remember the overall score is only one indicator – read the review as a whole to get the complete picture.

ST Action is keen to acknowledge the fact that you, the consumers, are the most important judges of whether software is good, bad, indifferent or downright dreadful.

We have therefore developed the ultimate in games rating systems, a system like no other before! No longer do you have to place your trust into the hands of a reviewer. All ST Action's scores are now decided by the people for the people (with a little help from our team).

Punter-panelist open sessions

STA holds regular open sessions, during which ST owners are invited to play the very latest games for their machine. During the gamesplaying sessions, ST Action reviewers are on hand to offer help and advice to anyone experiencing difficulties with a game, thus making sure everyone sees every possible aspect of the games under scrutiny.

Having played a game and seen all it has to offer, panelists are asked to fill in a detailed questionnaire detailing their thoughts about the game. When writing up reviews our team uses these questionnaires as a primary source of information.

So into each review goes countless hours of playtesting from not only our team but also a veritable army of punter panelists. The best of both worlds – a team of talented and experienced reviewers and an army of enthusiastic consumers who know what it's like to spend £20 or more on a piece of computer entertainment software.

The Punter-Power™ score panel

The ST Action Punter-Power™ score panel was created to best display the findings of the punters. By simply taking a quick glance at the panel, you'll be able to determine just how good a game is.

Of course there's an overall rating, but we've also managed to include a summarising comment; gameplay, sound and graphics indicators; and details of the game's official title and price. Finally, you'll also notice the Punter-Power™ Pie Chart.

And there's more...

In addition to our revolutionary new scoring system we've also improved the presentation of the reviews. Using the most up-to-date technology, we can now offer you even more in the way of state-of-the-art layouts.

We've invested huge amounts of time and money to bring you the best quality screenshots you're ever likely to see. With this new technology you can now see even more aspects of the games in the form of our perfectly joined Digi-Scape™ sequences showing how the detailed mechanics of games work.

There's also the feature we've christened Roll Call™ – enlarged, colourful pictures of the major characters in the game, taken straight from the screen. A lot of time and effort goes into producing these to add to your enjoyment of the review.

Labelled screen pictures are also used to point out important sprites, icons and other graphic detail. Combine these with the informative captions and body text and you've got the best guide to buying entertainment software possible.

Calling all potential panelists

If you live in the Manchester area and would like to be a Punter-Panelist why not drop us a line. We're currently creating a database of willing volunteers who would like to take part and everyone is welcome.

So, if you'd like further details write (including your phone number if you have one) to:

Alan McLachlan, STA Punter-Power™, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

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Over the past five years, the arcade gaming scene has suffered considerably due to the increase in quality software appearing for the home computer and consoles. A growing number of children have either a computer or console at home and while prices decrease and sophistication increases dramatically, the problem is getting worse not better.

A little known Leicester-based company called W Industries are trying to change that with the introduction of the first Virtual Reality entertainment system. They started their campaign with a world launch in London and this incredible event was graced by our very own Jason Dutton and Paul McNally. Enter the world of Virtuality.



The VTOL - Flight Simulator. You must take control of a Harrier jump-jet in the midst of combat over heated territory.

The experience of a lifetime

Virtuality offers the average gamer a completely new experience in electronic entertainment: Complete stereoscopic vision, full quadraphonic sound, CD quality music and the incredible feeling of actually being inside the game itself.

At present, the arcade scene is in a period of stationary creativity. Old games have been redone and the new releases are pretty shallow in storyline and playability. This is one of the main reasons why more people are finding their entertain-

ment at home rather than at the arcades.

Dr Jon Waldern, Managing Director of W Industries has put a lot of thought and effort into creating games (or 'Experiences') to cater for the novice or hardened gamer. This has been achieved by creating several skill levels within each scenario, starting off with the easy beginners' level. This means that you don't have to be a wizard to enjoy the vast pleasures that Virtuality has to offer.

The Virtuality 1000 SD is a quali-

ty sit down console which enables the operator to drive or pilot his way around a virtual world. The console is simple in structural design – a seat and two hand-held joysticks are all that is outwardly visible but once you take control, you realise the intricacy of the machine.

Another item of necessity is the Visette. A space-like helmet in design, it is the main interface between the operator and the virtual world. The view from inside the helmet comprises two goggles, similar to looking through a pair of binoculars, and this is your artificial eyesight in your chosen scenario.

The Visette is also your left, right and rear-view mirror. If you need to know who, or what, is behind you, you must actually turn your head around and take a look. This increases the feeling of 'being there' and makes life a lot more difficult in the midst of heated combat.

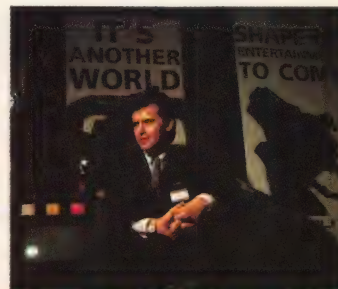
The two consoles available for our inspection were the VTOL-Flight Simulator and the Battlesphere. In VTOL, you must take control of a Harrier jump-jet in a theatre of conflict. With precision flying and expert firing, you must evade the oncoming enemy missiles and let loose with a volley of advanced weaponry to defeat the increasing enemy aircraft.



This is the Data Glove, which can be used to pick up and move objects around.

The difficult setting decides on the number of planes for each wave. After you complete a wave, you must refuel. To refuel, you must either land your plane on a cruising battleship or try to control your plane in crazy mid-air attempt.

The Battlesphere sees you taking control of the bridge of an advanced starship. You must patrol the galaxies and protect them from the hordes of enemy aliens, hell bent on destruction.



Dr Jon Waldern, Managing Director of Leicester-based W Industries.



Another exciting feature of *Virtuality* is the inclusion of the walk-around and discover module. Control is via a hand-held joystick.

Fear not though, for you have been armed with the most advanced technologically superior weapons available and you must use them if you are to survive.

Another exciting prospect is the *Virtuality 1000 SU*. Designed so the user can stand up and even move around a specifically scanned area, it must be linked with the Visette to provide the interface with the virtual world.

Interaction within the world is achieved using a hand-held joystick and also a Data Glove. The joystick is used to move around and shoot your weapon, if you have one. The Data Glove fits snugly over your hand and can be used to pick objects up and move them around the playing area. This makes the game totally realistic and for games such as *Dungeon Master*, it would prove invaluable.



These weird looking contraptions could be the future in arcade entertainment.

Jason

I must admit to being slightly sceptical about *Virtuality* but I am glad to have been proved totally wrong. When I entered the pilot seat for the VTOL and the visor was placed on my head I felt totally cut off from the outside world – a feeling I've never experienced before in an arcade game.

The game itself is remarkable. You can view the world from every angle and watch as the enemy aircraft fly by and let loose with an array of missiles. Control is simple: Two joysticks and a couple of fire buttons making it easy to get into and extremely difficult to tear yourself away from. An amazing experience that has to be played to be believed.

Paul

It was pretty weird settling down into the chair and having to wear the Visette helmet. With the speakers right next to your ears and the screens directly in front, you are placed in a totally different environment with no interference from anyone around you.

It took a short while before I realised properly that you had to actually

move your head to see around you. As I was normally used to static displays it was really different. The view seemed a little blurred for me personally, but I suppose this will differ from person to person.

Overall though this really is something special and I can't wait for my next try.



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- **Public domain pages that report on the best and most useful releases and news in this exciting area of ST computing.**
- **Exciting competitions. In the last year we've had a competition giving away £20,000 worth of prizes – including the only Atari TT to be offered as a prize – and the opportunity to fly one of the most hi-tech flight simulators in the world.**

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After acquiring yourself a boat, you press gang a crew and set off on your journey. Unfortunately, the guys don't seem too happy at the thought of work and decide upon a small uprising to rebel against your orders. Could it be the plank for you?

With a yo-ho-ho and a bottle of rum (just thought I'd get the right atmosphere before I begin). Legend has it that a fierce, ruthless pirate roamed the seas searching for his fortune. On a recent visit to a small island in the Caribbean, the pirate met and fell in love with a beautiful young woman who also happened to be the Governor of the island.

Unfortunately, the lady would not even entertain the pirate and this caused him severe problems. For some reason, the pirate could not handle such rejection and this caused his mind to stray (loony tunes, to me and you!).

Then, while the ship was anchored off-shore, the pirate called his crew to dinner and proceeded to end their lives with swift strokes of his razor sharp cutlass. That, my friends, is the legend of the fiercest pirate ever to roam the seas –

Captain LeChuck.

You play a young, but devilishly handsome chap by the name of Guybrush Threepwood, who has just arrived at Melee Island (somewhere in the Caribbean). You have chosen this island as the foundation for your mission – to become a fierce, swash-buckling pirate.

Unfortunately, as you will soon discover, things are not quite what they seem and there have been some strange occurrences on Melee Island, and the even stranger Monkey Island. You will learn that things are not always as they first appear, and



there's more to being a pirate than swilling ale and singing bawdy songs.

You control Guybrush around the island in your bid to become a pirate. To make your dream come true and prove yourself worthy of becoming a pirate, you must first complete the Three Trials. Throughout the course of completing these trials, you will learn a lot from the locals about folklore and other important skills, such as sword fighting and thievery.

Control of the game is done by a mouse and a series of on-screen menus.



Every available action can be done via the main playing area and this also includes your inventory and your chosen replies. Moving around the island is also done via the mouse: simply point the cursor where you wish to go and press the button. It's as easy as that.

During your pleasant trip around the island, you will come into contact with other members of the community. Although not usually helpful, asking every available question to the people may just provide you with the clue you were looking for. Don't be too surprised if some of the country-

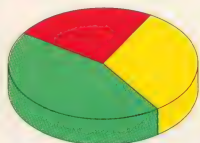
men seem rather anxious to get to grips with you – a young, but incredibly good-looking, would-be pirate is easy game for most hardened buccaneers.

Fortunately, you are not totally defenceless. The combat system uses a unique way of deciding your battles: both men face each other and begin to hurl abuse and insult one another until they are blue in the face. After every insult, you get the chance to reply with something even more derogatory. For instance you can reply to: "I'm not going to take your insolence sitting down!" with "Your haemorrhoids are flaring up again, eh!", and "Soon you'll be wearing my sword like a shish kebab!" can get the response: "First you'd better stop waving it around like a feather duster!" and so on.

Throughout the game, you will eventually come to a point where the answer to a problem doesn't hit you straight between the eyes. Don't worry. Most of the clues can be solved with a little bit of common sense and a large chunk of gutter humour. Most of the cryptic clues are easy, once you think them over for a while.

Jason

PUNTER-POWER™



GAME: MONKEY ISLAND
PRICE: £25.99

RATING=90%

Don't you just love a good game? The first impression you'll get is one of complete satisfaction at money well spent. Graphically, it is excellent. The main character and the other 'bods about town' are well drawn and colourful, with a lot of time obviously taken in their final appearance. The music is a light-hearted and merry pirate jingle that cheers you up as soon as you play it. A cracking adventure, especially for the beginner, that shouldn't be missed.

GAMEPLAY: ☐

SOUND: ☐

GRAPHICS: ☐

1ST ACTION
A1 RATED





The Secret Of Monkey Island

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Who's Who On The Island



From left to right:-

STAN: Stan is the proud owner of the boatyard. If you can provide a credit note, he might just sell you a ship.

MEATHOOK: This man is a fierce pirate. You must defeat his parrot in vocal combat if he is to join you on your mission.

CARLA: This young lady is the Sword Master. You must defeat her in a fight to the death to complete the first trial.

GUYBRUSH: Guybrush Threepwood at your service. This strapping young man is the hero in this adventure.

OTIS: This chap has been wrongfully imprisoned in the local jail. Offer him some breath mints for some useful advice.

THE SHERIFF: This man will follow you and make sure that you don't get into any trouble on the island.





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Here's your route with plenty of twists and turns to test your skills to the limit!



You're under way. Watch out for vehicles, especially those with flashing sirens on top!



You see a police car hiding near the trees. Put your foot down for he'll be after you.



Fat Sam has gained on you and proceeds to batter your poor truck to pieces.



You manage to shake-off Sam and pull into a shop to repair and improve your truck.

Moonshine Racers

M I L L E N N I U M



We have a new theme where racing games are concerned. Yes, getting that precious whisky to Tucker's Bar among others, is what past racing games should have been about. Getting Moonshine to a watering hole is more important than chasing a bank robber through condensed city streets.

No longer will you have to answer complaints from Grannies who were nearly flattened as you roared by after they had collected their pension, for the setting is all Hillbilly where roads are pedestrian-free, allowing you to concentrate on moving Moonshine.

Unfortunately, running Moonshine is against the law and that comes in the form of Fat Sam and his loyal mutt, Rommel. Sheriff Sam has a real nasty attitude and absolutely despises you and your cousin who accompanies you on your dangerous adventures.

Although your dilapidated truck can't match the speed of a Porsche, you have the opportunity to enhance your vehicle's performance by buying add-ons. The money comes from

making successful trips. Therefore, by improving your truck to a certain extent will also improve your chances of completing even more successful runs, for it is all against the clock.

New engines, turbos, superchargers and better traction on the road are all available if you should stop off at stores along your route. Even a special map of your planned route can be bought. It will direct you towards the best track should the road fork. Your position in relation to the length of the run is displayed in close-up map form at the top of the screen.

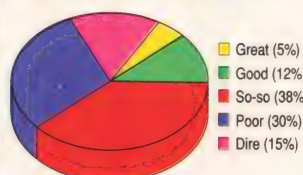
Furry dice and tobacco can also be purchased from shops but the actual purpose of doing so is kept a mystery — meaning, consequently, that you'll have to figure it out for yourself.

It is possible to overheat your engine by ramming into objects liberally scattered along the road. These include logs, roadworks, police roadblocks and, of course, other vehicles. Blow your engine and the game ends there. To bring the temperature back down, you simply

have to avoid ramming something for a short period of time.

Should you progress far enough, you will no longer have to drive a run-down jalopy. Instead, you could be enjoying a drive in a rather stylish saloon or even a Hot Rod. The police will never know what hit them! **Alan**

PUNTER-POWER™



GAME: MOONSHINE RACERS
PRICE: £24.99

The original plot doesn't disguise the fact that Moonshine Racers is a relatively poor product. While vehicles are reasonably drawn, the speed is far too slow. Supposedly, the game quickens should you attain faster vehicles but you'll find yourself bored quite soon and therefore you probably won't even bother to try and reach the later levels. The title tune is a Hillbilly jig for you to enjoy whereas the in-game sound effects are feeble and ineffective. Moonshine Racers deserves credit for containing an original racing game theme. It's just a shame that it's very poorly implemented.

GAMEPLAY: [Progress bar]
SOUND: [Progress bar]
GRAPHICS: [Progress bar]

RATING=69%



From the hills to the mountains! You could do with drinking some Moonshine to keep you warm!



BILLY JOE

Cousin to Ike, he sits alongside him in the cabin as they shift the Moonshine.

FAT SAM

He's the Sheriff in town and hates the illegal trafficking of Moonshine.



IKE

The reckless driver of the truck who really enjoys the hectic ride.

PETULA

She keeps Fat Sam informed of where Ike and his cousin Billy Joe are headed.



SCRAPS

Ike and Billy Joe's best friend. Scraps despises Fat Sam and his dog.

ROMMEL

Rommel's one hell of a vicious hound whose sole aim is to stop Moonshiners.



TUCKER

Old man Tucker buys the Moonshine from the boys who bring him the stuff.

They say sex, drugs and rock 'n' roll began in the 60s. They say the 60s corrupted society more than it had ever been corrupted before. Well, you haven't seen Palace's idea of the near future where they see the return of the good times but with more impact than ever before!

Bill started it. It was he who decided to ignore the fact that most people tend to work for a living. He woke up one fine, sunny morning and just refused to get out of bed. His wife tried to coax him by filling the dining table with a breakfast fit for a king but he still wouldn't budge. He just lay there and asked his wife back to join him, and memories of the 60s came flooding back!

News spread throughout the neighbourhood. People had to do without milk on their cornflakes as Bill was the local milkman. Members of the British public couldn't do a full day's work with cornflakes in their stomach and no milk! It just wasn't on!

Mrs Jones began a formal protest outside Bill's house, but by that time, everybody had seen a new life - a life of laziness and luxury. The new lifestyle quickly caught on and the whole of the world decided to relax. No longer were manual jobs available as everything became controlled by machines and robots. Bill became a national hero. Nelson's statue was modified with a new eye and a milkman's cap - a star had been born.

Little did Bill know what disastrous consequences his influence on the world's population would have. He didn't create a baby boom as was expected but the reverse. As the machines became more intelligent, they began to learn that they could rule the planet. They wiped out billions of people. A few humans survived the slaughter and those that remained soon became aware that the tyrant robot, Arod-7, was the cause of the rebellion.

We were not yet totally doomed. A special robot was constructed that could change at will between three shapes, each suited to certain situations more than others. The robot was armed with a formidable array of firepower and, thankfully, was under human control.

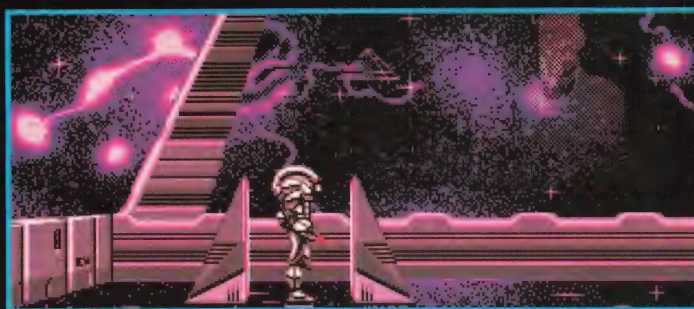
You must take control of the metal mutant and discover the whereabouts of Arod-7. Once he is found, it is your duty to rid him from the world, forever. Your journey will take you through a number of environments from the wilderness to towns of incredible technological advancements. Each robot, monster and creature that confronts you will require different tactics to defeat. You must learn which of the three forms you should take and which weapon to use when attacking something.

By combining all the possible movements of the joystick with the fire button in any of its two positions, you can access a variety of moves.

Also, each mutant shape has differing abilities and, therefore, a large number of movements are available. To become fully familiar and adept at using each of the mutant forms requires a lot of skill and practice.

As a horizontal flip-screen type game with over 160 screens, Metal Mutant is a highly demanding game if you want to complete it. Even when you find Arod-7, you will have to face five tests before you finally kill him. Each test requires a variety of different skills to be mastered by yourself. The challenge is now about to begin...

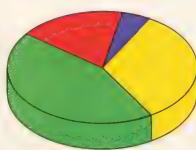
Alan



You are transported to where the final tests will take place. Here you should listen to the mysterious image's advice.



PUNTER-POWER™



GAME: METAL MUTANT
PRICE: £24.99

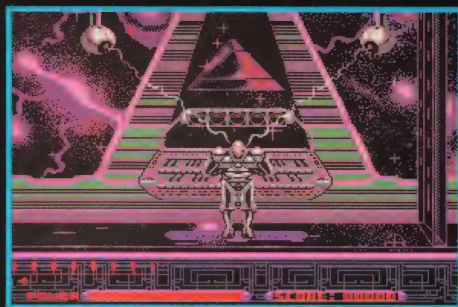
Metal Mutant is a splendid product. Graphically, the detail is excellent with some very attractive back-grounds. All in-game characters are drawn exceedingly well with smooth animation. Sound is conveyed as frequent special effects that are audible at relevant times. Even the creatures in the forest that you rarely see have their own noises. The action is non-stop. Learning what moves to use against what creatures is vital and is an important part of the fun. A very useful automatic Save Game facility after reaching certain stages is greatly reassuring as its timing of execution is perfect, preventing you from having to return to a place too far back in the game for enjoyment. An absolutely terrific game!

GAMEPLAY: ☒ ☒ ☒ ☒ ☒
SOUND: ☒ ☒ ☒ ☒ ☒
GRAPHICS: ☒ ☒ ☒ ☒ ☒

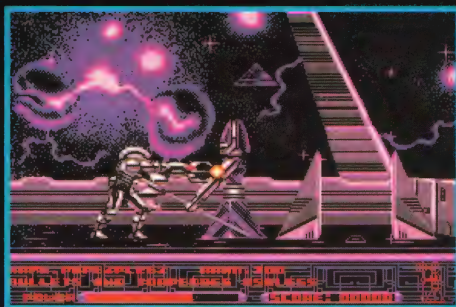
RATING=90%

Metal

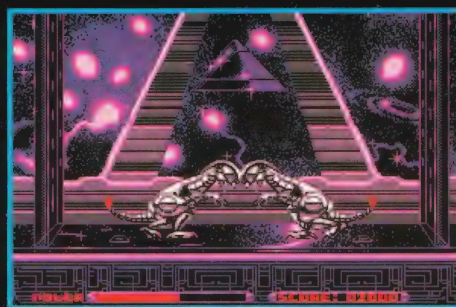




The first test is one of sound. On the organ, repeat the tune you hear. Lightning strikes should you fail.



The second test is one of power. You must defeat the mechanised monster in mortal combat.



The third test requires great intelligence. Your foe is identical to you and mimics your moves, exactly.

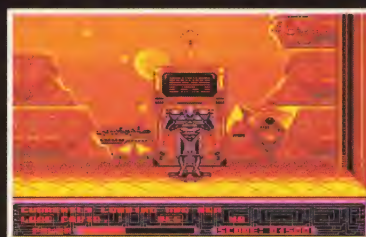


Mutant

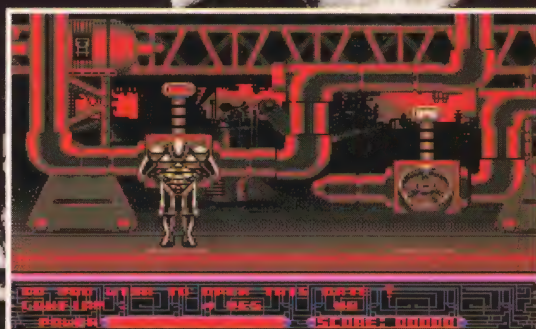
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E



Computers can be accessed via special terminals. They provide helpful info and enhance your capabilities.



Manipulating background scenery such as levers is vital as, among other things, locked doors may open as a result.

Sim City Terrain Editor

INFOGRAAMES

SIM CITY TERRAIN EDITOR

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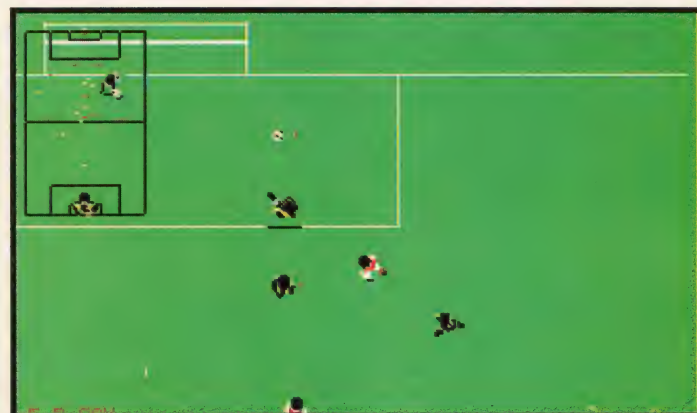
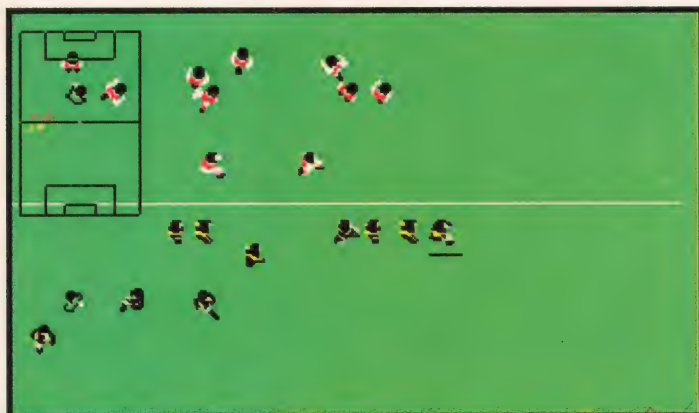
Unfortunately, Terrain Editor is not worth the asking price unless you are an ardent fan of the original.

In the original Sim City, you had to build a town from scratch and work your way up the political ladder to finally become the Mayor. After phenomenal success with Sim City, Infogrames have released the Terrain Editor to hopefully follow in its footsteps.

The Terrain Editor uses two main forms of operation: a modified terrain generator and a tile by tile painting mode. You can custom design landscapes to use with Sim City. You can also modify existing landforms, even after they have been built. Removal of all man-made objects from the city is also made possible.

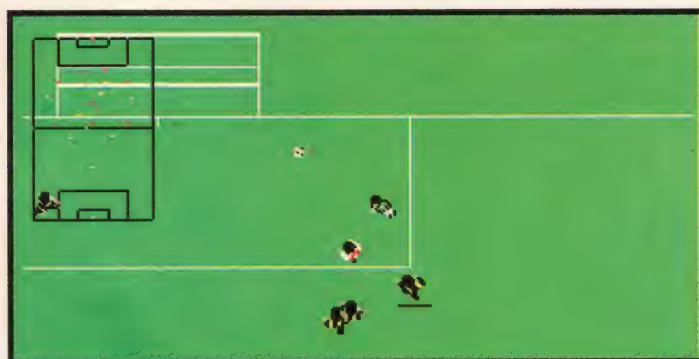
The random modify terrain generator is similar to the one included in Sim City, but with slider controls that allow you to control: the number of lakes, the size and number of tree groups and even the winding of the rivers. You can then perform a smoothing function to give your city a more realistic look.

You now have complete control over the type of city you're going to design. For example you can create one where sea ports will be the most important feature due to it being mostly on the coast.



Final Whistle

A N C O



Almost every computer/football loving kid in the world must have a copy of Kick Off or Kick Off 2. Now Anco have released an add-on disk by the name of Final Whistle. This disk must be run with the original Kick Off 2 game and includes such extras as: a referee, linesmen and even a trainer for those crunching tackles.

Four different pitches have been included: Wembley (similar to Normal, except faster), Bumpy (ball bounces all over the place), Muddy (same as Soggy) and Icy (ball slides fast along the ground). Although they make no visible difference, the pitches add that extra little touch of excitement to the game.

The most useful of the add-ons is the off-side rule. This has obviously been included to make playing the

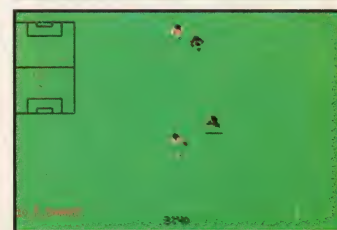
computer a little more challenging. Unfortunately, this additional rule decreases the playability in a two-player game, as it is harder to score and this sees most games ending in no-score draws.

FINAL WHISTLE

ANCO

£12.99

Not worth the money. The add-ons, unfortunately, reduce the game's major selling point - its playability.



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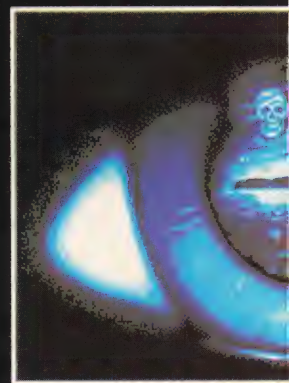
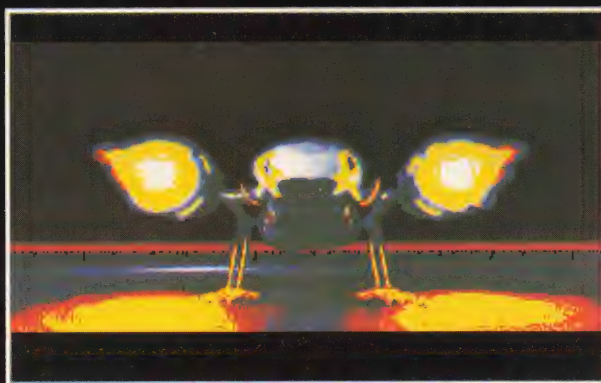
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STA JUNE



The start of level one has you suited up and ready for action (1). You take a cautious look around before you decide your route. That little pile of rocks could contain a weapon, so you edge towards it keeping an eye out for any unfriendly advances (2). After picking up a new weapon, you decide to give it a try on the enemy droids (3). Works well, don't you think?

The Killing

PSYGNOSIS



1



2



3

Bored with the usual non-violent TV shows? Are the latest holo-programmes driving you to despair? Do you yearn for a little more excitement? If you can answer yes to any of the above questions, wake up and tune into Channel KGS for the experience of a lifetime.

The Killing Game Show is broadcast for you every night on KGS, so sit down, turn on your set and get ready for the night of your life. Watch as the contestants battle their way around the specially built satellites to win the much sought-after first prize – their life. Unfortunately, there is no prize for second place.

Welcome to KGS, glad you could spare the time! The Killing Game Show is constructed of 16 pits of death located on eight specially built satellite moons. Each satellite has a huge cylinder embedded into the center of it, and each cylinder holds two pits of death. You must negotiate each cylinder until you reach the top and find your way to freedom.

You play the part of a law-breaker, who will be given one last chance to repay your debt to society. The show's sponsors, 21st Century, feel inclined to give people like you one more chance – except, this time you're not only running from the law,

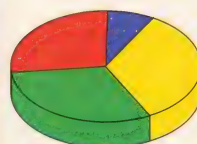
but for your life as well. Judging by the roar of the crowd, it appears the first contestant has arrived, so let me fill you in on a couple of details.

As soon as a suitable candidate is found (and we're not fussy, if you've spat on the sidewalk, you'll do!) we take them off the authorities hands and prepare them for the game of their life. To give them just that little glimmer of hope, we provide each contestant with a suit of limited-protection body armour (generous, don't you think?).

To spice things up a bit, we fill each pit with DOLL (Deadly to Organic Life Liquid). As time goes on, the liquid starts to rise, and if it reaches you before you manage to escape, you're scrap metal. Also, the HALFs (Hostile Artificial Life Form) inhabit the pit and will try desperately to stop you as you attempt to release yourself from this unwanted nightmare.

Fortunately, not all is against you.

PUNTER-POWER™

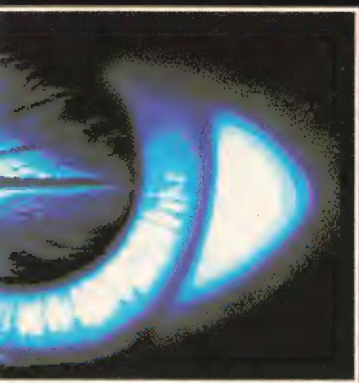


GAME: KILLING GAME SHOW
PRICE: £24.95

RATING=85%

Always known for their original games and intricate intros, Psygnosis have come up with another. The thought of a criminal having his lower half torn off and replaced by robotic limbs, and then being thrown into a game show to fight for his life, is nothing short of brilliant. The graphics are crisp and metallic, adding to the general futuristic feel of the game and the sound effects are loud and effective making this a class product well worth anyone's money.

GAMEPLAY: 
SOUND: 
GRAPHICS: 



Game Show

In an unusual fit of compassion, the show's sponsors have scattered various weapons around the pits, that, when collected, provide you with a little hope. Unfortunately, each weapon has a limited charge and, once used, the weapon must be discarded.

Each pit has been filled with devilish traps that you must solve if you are to succeed. Camouflaged containers, when shot, will reveal tools and access keys. Picking up the keys will allow you to activate various doors and proceed further into the level. Jumping towards a wall will introduce your climbing equipment. If you fall, pushing in the direction of the wall will enable you to grab on, so long as you are close enough.

An exciting addition to the game is the video replay facility. Should you not make it to the exit, a video replay of your last life will be shown so you can see where you went wrong. You can interrupt the replay and resume control at any time. The replay is invaluable on the later levels, as the enemy droids always repeat their chosen pattern, so you should be able to avoid them second time round.

Jason



4



5

Kill Or Be Killed



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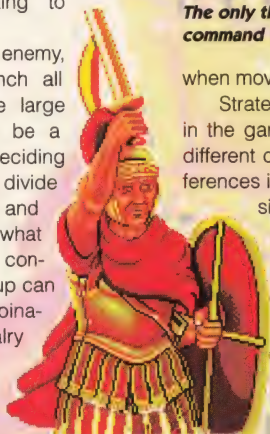
Imagine the power you would have if you had a whole Roman army under your own individual control. Imagine being in command of units of archers, cavalry and infantry. Well that is what Cohort allows you to do. However, I hate to put a dampener on things, but there is just as large a force intent on destroying yours. This leaves you no choice but to enter into a large scale battle where bloodshed is imminent.

There are a number of different scenarios and a lot of flexibility where choosing your own and your opponent's army is concerned. Infantrymen come in three forms: light, medium, and heavy where attack and defence strengths along with mobility vary. The same applies to the three types of cavalrymen.

You must utilise the terrain to place your armies in the most advantageous positions. For example, your chances are better when attacking from the top of a hill whereas your units will be vulnerable when attempting to negotiate rivers.

To defeat the enemy, you can't just launch all your units into one large fracas - it has to be a planned attack. Deciding where and when to divide units is important and the decision of what each group should consist of is vital. A group can comprise any combination of infantry, cavalry and archers.

Travelling from one location to another can be done at walking, marching or charging pace. The type of formation you want your army groups to adopt



You have now positioned your army. The only thing to do now is issue the command to attack.

when moving is also available.

Strategy plays a significant part in the game. With units possessing different capabilities and having differences in attack, defence and missile strength, you must make educated manoeuvres about the battlefield and judge the strengths of opposing units. The strengths are measured by a bar chart that can be accessed at any time. Morale also plays a significant part. If troops become demoralised, they are more likely to lose a battle or even turn around and run away from combat

Cohort

IMPRESSIONS

FIGHT THEM ON THE BEACHES, FIGHT THEM ON THE CLIFF!



You have now positioned your army. The only thing to do now is issue the command to attack.



The infantry advance first with a unit of cavalry offering support from the flanks. Bring in more troops, quickly.



As the casualties begin to mount, you have to consider whether you should retreat or press on with more units.



Viewing the main battlefield can be done by clicking on an icon. Positions of troops can be seen and analysed.

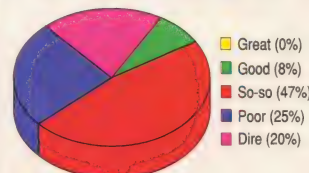
situations.

Archers are best kept at a short distance from the main battle. They can be ordered to fire at specific targets and will succeed with their aerial onslaught provided they have a good missile strength. However, should the enemy close in and your archers become involved in hand-to-hand combat, your fortunes may suddenly change for the worse.

It is unlikely that any battle will ever be the same for armies can be altered on a set-up page which then gives you a different challenge each time you play. Caesar you are not, but hey, why not make a name for yourself out there?

Alan

PUNTER-POWER™

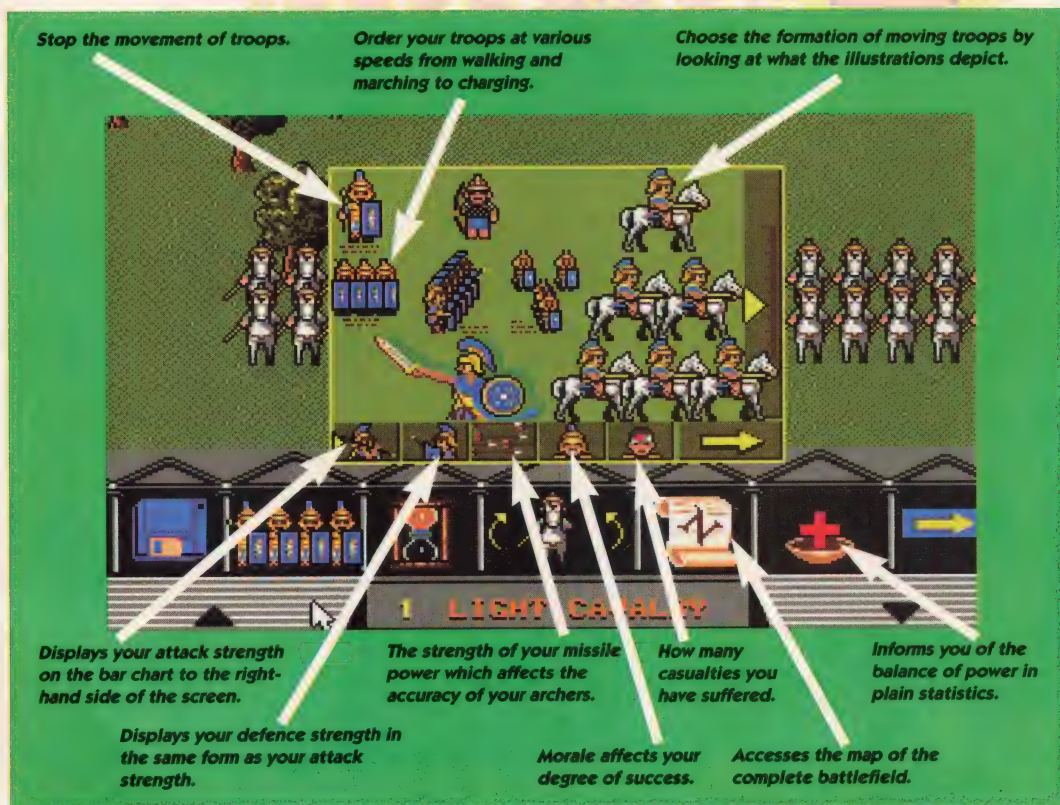


**GAME: COHORT
PRICE: £24.99**

Firstly, Impressions should be commended for the educational element Cohort contains. A booklet is included in the package, providing interesting background information about the Roman Empire. As for the game, it is totally mouse controlled and very easy to learn how to play. Graphics are colourful and characters reasonably defined while sound isn't particularly exciting with few effects. In terms of strategy, Cohort contains the elements mentioned in the review text and they are executed quite well. However, you tend to feel more elements could have been incorporated into the gameplay because as it is, there isn't enough to maintain a long lasting appeal.

GAMEPLAY: [Progress bar]
SOUND: [Progress bar]
GRAPHICS: [Progress bar]

RATING=70%



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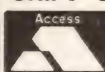
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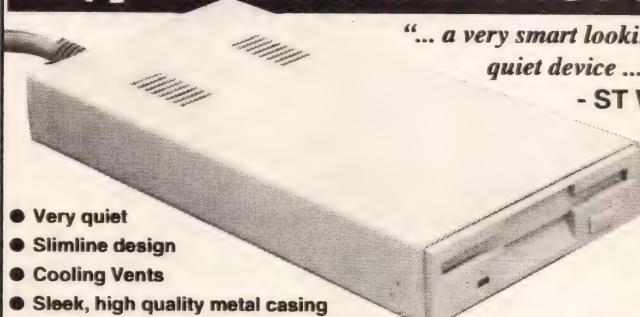
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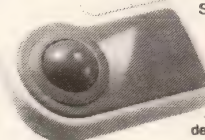
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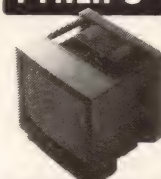
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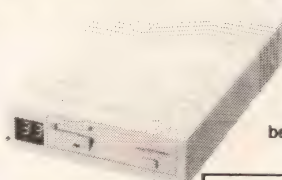
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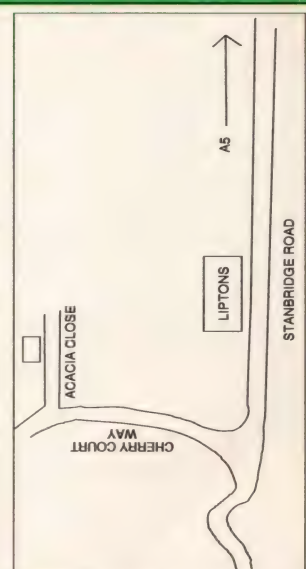
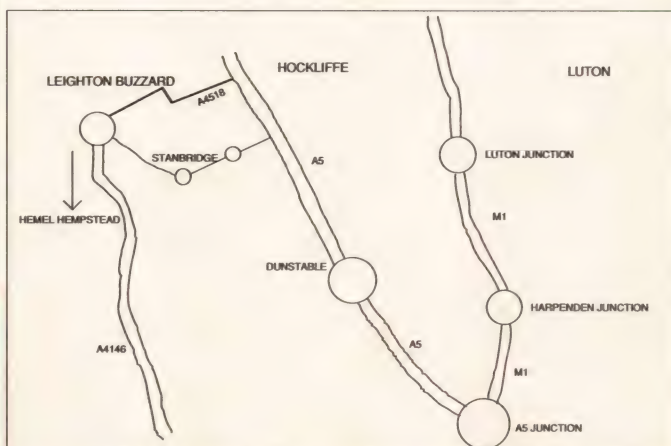
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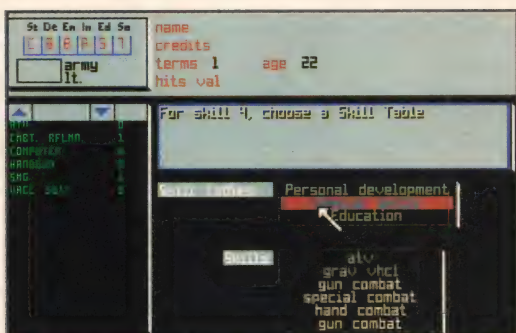
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(Personal callers welcome) HOW TO FIND US.....



Maps showing direct routes from the motorway and A5



The major aspect of the game is the character generation with every detail catered for.



Right at the start of the adventure you'll encounter this young lady and she'll explain what you'll have to do.



No sooner has she revealed what you have to do, you'll be attacked and have to fight your way out from here!



An extra way of earning cash is at the casino on the gaming machines. It's an expensive gamble to take!



This machine could hold your dreams. Great riches could be yours with just one lucky combination.



By wandering around the start area you can find many weird and wonderful creatures in the shops, where you get armour.

Over 15 years ago a chap by the name of Marc Miller designed the most successful science-fiction role-playing game ever. Known then as Traveller, it has since undergone a revision of the rules and is now known as Megatraveller.

It is on this new, updated version that the first computer game of the series – Megatraveller 1, The Zhodani Conspiracy – is based. The scenario is a huge universe that you can explore with complete freedom. You choose where your five-person party goes next and take complete control of each individual character in true role-playing style.

Before you can start adventuring in the world of Megatraveller, you have to select your party. Several characters have already been pre-designed for ease of use and you can choose five from here or cook up a mixture of your own characters and those supplied.

Alternatively you may want to completely design your own party from scratch, in which case you get to play with the excellent character designer for a little while.

All characters in the game have a military background in one of the five services – Army, Navy, Marines, Scouts and Merchants. When you first begin to design your character you can choose whether to try to enlist in a particular service or subject yourself to the draft, in which case you will be randomly conscripted.

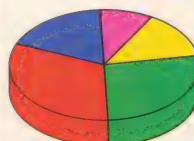
Each service of the military has different entry requirements. For example, the Marines have a reputation for being tough and therefore gaining entry to the Marine Corps is very difficult whereas the Army will virtually accept anybody.

Once you've signed up for a term (four years) there's a chance you'll get promoted. Again, this depends largely on where you're doing your service. Promotion is harder to come by in the Marines than in the Navy and Army.

At the end of each four-year term, you will either be told your services are no longer required or re-conscripted and kept for another term. Alternatively you can re-enlist, if you want to further your career or muster out and go adventuring. (It should be mentioned that a term only



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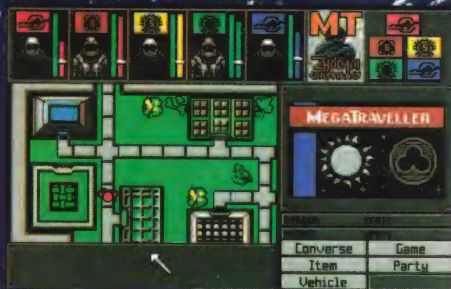


GAME: MEGATRAVELLER 1
PRICE: £30.64

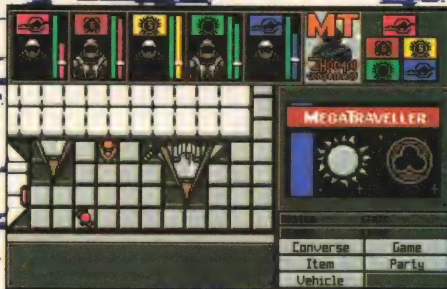
RATING=83%

It's easy to see from this why the board game version was hugely successful. The development of the characters is really interesting and you'll probably begin creating more than necessary but if you just want to leap straight into the game the pre-supplied characters do a good job. If you get hooked you'll be there for ages. This is serious role-playing, so it isn't going to appeal to everyone. Even if this isn't your type of game it's still worth a long, hard look.

GAMEPLAY:
SOUND:
GRAPHICS:



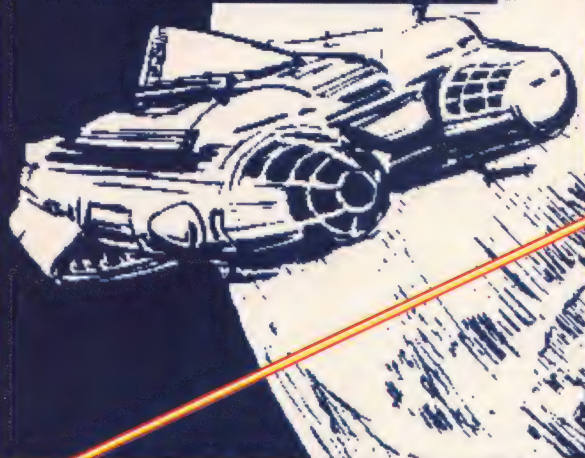
Your party is free to wander around as you please. Most of the other characters in the game can be interacted with but usually with minimal response.



The first major thing you've got to do is get to the airbase to pick up your ship. From here you can go out into the Megatraveller universe.



This planet has a museum in which you wander round trying to find out something about the history of the area.



MegaTraveller 1

E M P I R E

lasts a couple of seconds!).

When a term comes to an end you can choose to further your skills. You have a great deal of control over which skills to advance. So you can basically hone a character to your liking. There are over 70 different talents and abilities each character can develop. Not all of these are relevant to the first Megatraveller adventure, for example Interrogation and Interviewing. But you may like to give your characters one or two of these so you can carry on role-playing with them in later games where they could come in handy.

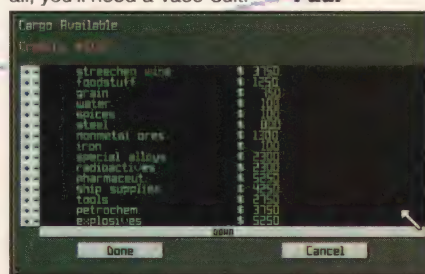
Once you're happy with your party you can take them adventuring in the world of Megatraveller. To start off with you'll be attacked and you must quickly try to either run away or dispose of your enemies. Then you've got to spend a little time looking for a new jump drive before you can get off the planet.

After you've achieved this task, the rest of what you do is entirely up to you, that's the idea of role-playing anyway. There are so many different ways to go and things to do it would be impossible to mention them all

unless we did a whole magazine on the game. Suffice to say for now that the game involves getting loads of cash together and this can be massed by means such as piracy or legal trading.

All of the worlds in Megatraveller are different from each other. A good example of this is the terrain of each individual planet. Some ground can be covered easily on foot, other planets require the use of an ATV (All Terrain Vehicle) because of their rugged landscape.

Each planet also has its own atmosphere, this can directly affect whether you can land on it without a certain piece of equipment or not. For example, if there's no atmosphere at all, you'll need a Vacc-Suit. **Paul**



Space travel can be achieved once aboard your trusty vessel, the Interloper.

(Left) Once you enter the shop in the airbase arm your ship until you feel secure and also buy cargo (Elite style!)

(Right) From the Jump screen, you can make limited inter-space jumps to other systems if you have the right amount of fuel.



Predator 2

Competition

The Predator returns with a new 21st Century look, and thanks to Mirrorsoft and ST Action, you could relive the life of the Predator with a fantastic limited edition mask and pair of gloves.

The specially imported mask and gloves are worth hundreds of pounds and only a very small number have found their way into this country. If you want to win this terrific prize, all you have to do is answer the two simple questions below:

1. Who played the starring role in the original Predator film?
2. Who plays the leading role as tough cop Harrigan in Predator 2?

The first correct entry to be picked out of the hat will collect the Predator mask and gloves, as well as a copy of the game.

For those of you who aren't lucky enough to pick up the main prize, there are also 10 amazing runner-up prizes consisting of both the game and a T-Shirt courtesy of Mirrorsoft. Just complete the form and return it to us by the 19th of July. Now keep a watchful eye out for the postman!





ANSWERS TO THE PREDATOR 2 COMPO ARE:

Answer 1 is: ARNOLD SWARZENIGER

Answer 2 is: DANNY GLOYER

Name JOHN PURBRICK

Address 3 MARK ST,

RIVERSIDE, CARDIFF

Postcode CF1 8LL

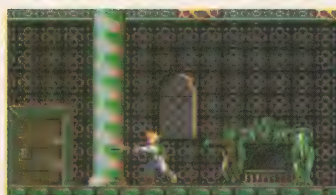
My Disk Drive is ~~Single~~/Double sided (delete as applicable)

To stand a chance of winning this cracking gear, send your entry form to: Predator 2 Compo, ST Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield SK10 4NP.

DOTTY'S...

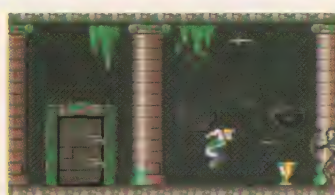


I must confess, this must be the best tips page in the world. I mean, where can you find all the most up to date hints on a single page? Anyway, I gotta' go, so enjoy reading and I'll see you all next month.



TREASURE ISLAND DIZZY - CODE MASTERS

Neil Skellam from Waterloo in Liverpool has a tip for Treasure Island Dizzy. He says that if you get to the title screen and type in **ICANFLY** (making sure that you don't include any spaces) you will be able to fly your way around the screens and complete the game in no time. Thanks a lot, Neil.



HORROR ZOMBIES FROM THE CRYPT - MILLENNIUM

Your not gonna' believe this, but we have yet another addition to the on-running saga of the Horror Zombies cheat. This time the tip comes from Paul Borgerson of Churchtown, Southport who says



that if you still can't manage to complete the game, try typing in **BOGEYEATER** when asked for a level code. You should now have infinite lives, so no more excuses!

NARC - OCEAN

Not the best of conversions this, but definitely one of the hardest to complete, so this tip from Warren Lee of Seven Oaks, Kent should keep some of you happy. Go up to the dustbins and crouch down. Now, continuously fire at them for approximately 11 seconds and walk into them for infinite lives.

ENCHANTED LAND - THALION

This next tip comes from a chap called Greg Granger who lives in a place far across the land known only as Canada. When you are on the title screen, type in **TCB LIVES FOREVER**. The screen should temporarily flash, letting you know the cheat mode is now active. Press 1-5 for the starting level and any of these keys for some extras:

- F2** Go to end of level guardian.
- F3** Player stats. Use the up/down arrow to select the cheat option.
- F4** Kill end of level monster.
- F10** Pink border (dead useful, don't you think?)

Pretty good eh? My thanks go to Greg Granger for all his help.

LINE OF FIRE - US GOLD

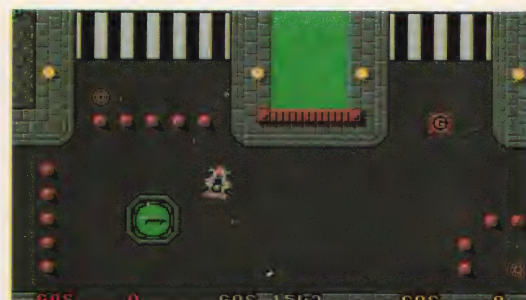
This handy little tip will grant you infinite credits on US Gold's arcade conversion of Line of Fire. When the game has loaded, press the HELP key and a message will now appear.

Now type in **WHAT A BUMMER** and infinite credits are yours. Also, pressing any key from 1 to 7 will start you off on the relevant level.



NITRO - PSYGNOSIS

I must admit to being a fan of this classic little race game. If you are having a few problems, try typing in your name as **MAG** and you should find that your gas goes up to 5000 and your money has increased to 50 credits. Quite useful, don't you think? My grateful thanks go to Mr Jonathan Block of Southampton, Hampshire for that one.



...SMALL TIPS



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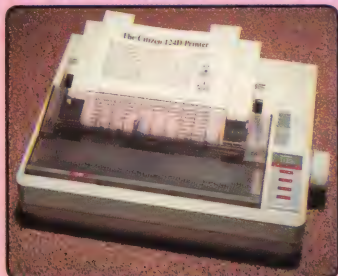
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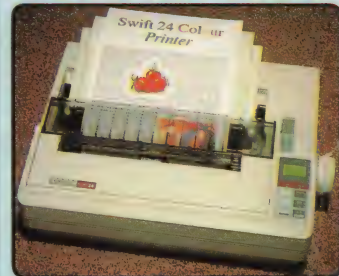
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- FREE Starter Kit
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GTGA...



Taking last month's STA Game of the Month award, Readysoft's *Wrath of the Demon* has had our very own Alan Bunker hooked for days. This month, he gives you all the advice and tips you'll need to be able to vanquish the Demon from the kingdom it has overrun.



WHITE LIGHTNING! (1)

With 15 levels of parallax scrolling and a speed and animation of characters that is unbeaten, this level is probably the most impressive. There isn't much advice I can give here, but rather than trying to kill the flying beasts, duck under them instead.

As for the potions, blue phials are energy, green ones are invulnerability and yellow bottles are lightning spells. Don't collect the red bottle as it contains poison and will deplete your strength.

DUEL AT MIDNIGHT (2)

Beware of the Goblin on the far right of the screen. You can't kill him but he throws knives at you that can be avoided by either jumping or ducking. As for the actual Goblin that you have to kill, the best form of attack is to the head or knees while standing still. He's a very tough character so keep persisting and you should eventually succeed in reducing him to dust.

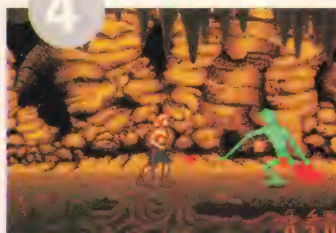


DRAGON BASHING! (3)

He's a big thing, isn't he? Fortunately, once you know how to tackle him, he's not that difficult. You should find that the best method is to stand at the very left-hand side of the playing area but making sure that you're not just slightly off the screen.

When in position, the dragon will lumber forward and try to kick you. Crouch and fire. Remain crouched and wait for the dragon to try again. Repeat the same manoeuvre as before and you should defeat the dragon with the minimum injury.

Important Tip: You can tell when you are successfully striking the dragon by the expression on its face.



IT AIN'T HALF SCAREY HERE (4)

When you enter the caves, run to the left. You'll be attacked by various creatures and the best way to combat them is to learn which creatures appear where. This is because the scrolling is relatively fast and anticipation of what is about to happen is important.

There are a few general hints such as anything that approaches from in the air behind you is best avoided by executing a dive and roll. Spikes should be jumped over and the larger, static monsters are best disposed of by using a lightning bolt.

Once you have reached the extreme left, collect the key from the statue's hand by crouching and punching. Once this is done, retrace your footsteps and continue to the right.

The fire-breathing dragon you will come across is best dealt with by low punches. To get close enough, use an Invulnerability spell. As for the end of level guardian, kill him by jumping up towards him and repeatedly pressing fire.

GREEN AND GRUESOME

The swamp monster can be defeated by using the same method of attack you used on the end of level guardian in the cave.

FRESH AIR AT LAST! (5)

Run to the right. When you arrive at a pool of water, punch the droplet that is continually being spurted up into the air. This will cause you to collect the water and it should be displayed in your inventory list at the bottom of the screen.

Continue to the right and punch the wall of fire only if you collected the water. You should now soon arrive at the Dark Tower.

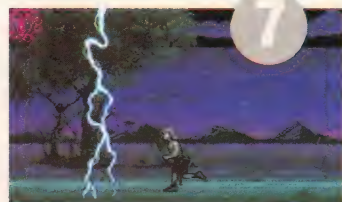
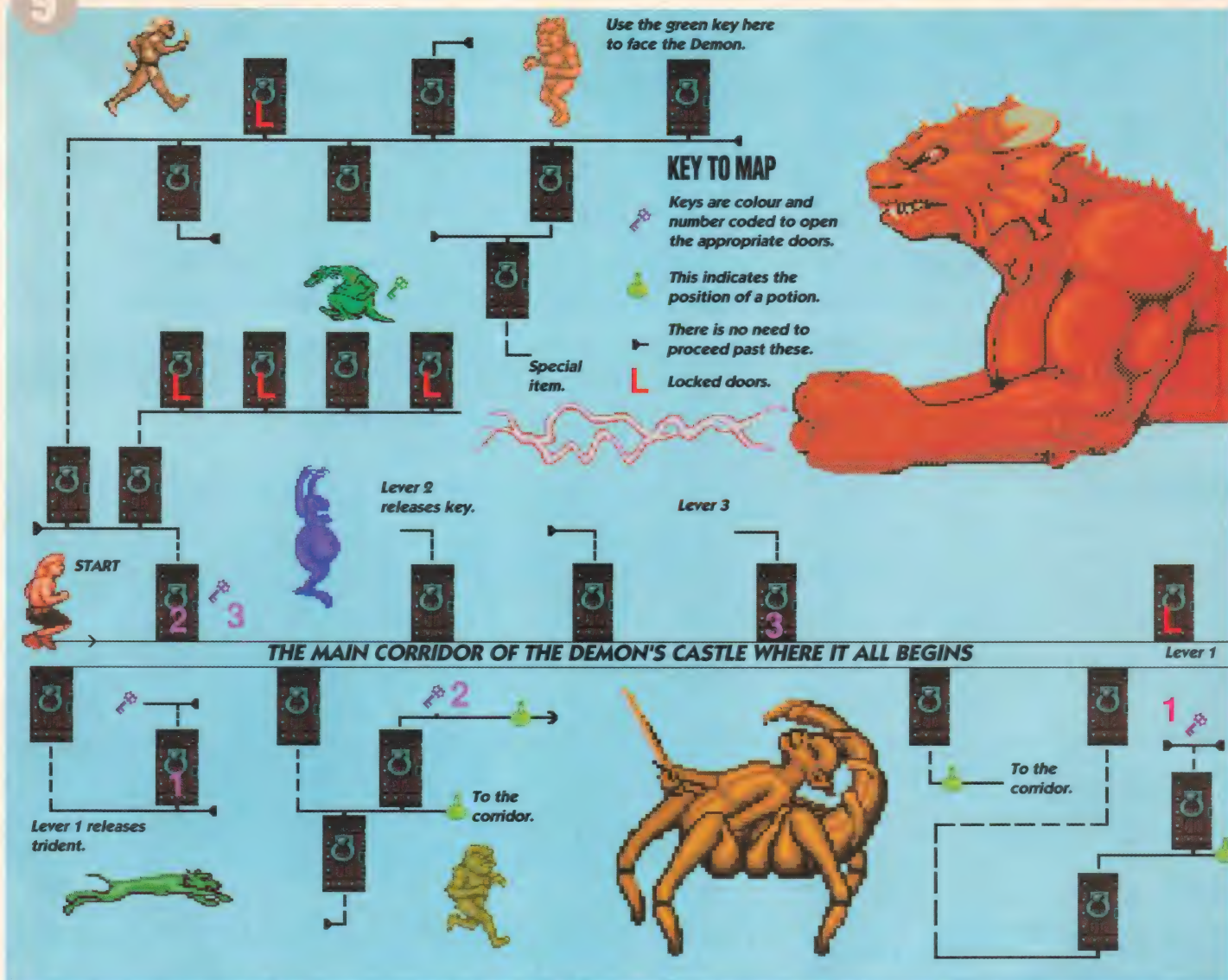


BAT AND BALLS (6)

The aim of this section is to kill the giant bat. However, the gnomes that race onto the screen are there to help the bat. They throw small round objects that deplete your energy should they strike you.

Important Tip 2: Each gnome you kill leaves behind a health potion that you can collect, so this is a good chance to gather a stock of the much needed medicine.





BACK IN THE CLEARING (7)

Head to the left. You will eventually arrive at a lever embedded into the floor but don't bother touching it. Continue to the left and you will see another lever. Punch the second lever to push it into a new position – this action will stop some lethal blades blocking your path later on.



TEMPLE TESTER (8)

This is probably the hardest level in the game and where you'll have to make good use of all the health potions you should have taken from the gnomes at the Dark Tower. All the advice I can give is don't hang around and go whole-heartedly into the attack. The strike to the mid-riff is usually the most successful.

THE DEMON'S STRONGHOLD (9)

If you make it this far, you'll have done extremely well. All you have to do now is find the Demon. Use the map provided to complete this level as quickly as possible.



THE FINAL CONFRONTATION (10)

He's a big 'un! Yep, you've found the Demon and now you have to kill him and here's the best way to do it: move as close to the Demon as possible, being careful not to stride into any of the flames that erupt upwards from the floor.

It is vital that you keep the Demon pinned down, and therefore prevent him from unleashing fireballs at you. To do this, keep jumping up and shooting him in the face. Whatever you do, don't stop!

Watch out for the electricity bolts that shoot down from the ceiling. You can tell where they are going to

strike as the orbs they shoot from suddenly display the build-up of energy just before they fire. If you are under an orb about to fire, jump out of the way but keep firing at the Demon even while retreating. As soon as possible, move close to the Demon again.

The Demon can sustain a vast number of hits so don't think that your tactics aren't working. Persevere and hopefully he will die, enabling you to rescue the Princess and live happily ever after!



...WRATH OF THE DEMON

GTGA...

This guide is for all you people out there who are having a spot of bother with the inhabitants of Killbragant castle. It will tell you which room to visit, what objects to take and will also allow you to complete the game in the shortest possible time. Unfortunately in combat, I can't give you any help on fighting or which spell to cast. These are up to you to discover for yourselves by trial and error.

SOUVENIR SHOP

Make your way to the Souvenir Shop. Collect some HAY from outside the Stable on your way. When you reach the shop, take the LARGE (not the small) SHIELD and USE it. Once this has been activated, it will remain in use until it is dropped or replaced by a larger shield.

ARMOURY

Enter the Castle and make your way to the Armoury. Get yourself a weapon (a SWORD is best.) Also, locate and take the CROSSBOW.

LIBRARY

Go to the Library and examine the

shelves. Your examination should reveal a book. Take the MAGIC BOOK.

KITCHEN

Go into the Kitchen and take the HONEY from the Pantry. Mix it and the HAY to make the Herbal-Honey spell. USE the spell. (This spell allows you to recognise all the flowers and herbs in the garden.)

UPSTAIRS BEDROOMS

Go upstairs and search the bedrooms. Take all the CROSSBOW BOLTS. Don't enter the Vampire's room yet. (The Vampire's room is on the left as you leave the stairs.)

GARDEN SHED

Go to the Garden Shed and collect the KEY, HAMMER and SILVER CROSS. Also, collect all the ingredients along the way (POPPY, MAG-GOTS and so on).

HERB GARDEN

Exit the Shed and proceed to the Herb Garden, collect the magic ingredients (MUSHROOMS and the like) along the way. On your way take the opportunity to improve your archery skills by using the target until you receive the message "improvement". You will probably have to fight to gain entry to the Garden. Open the gate with the key you found in the Garden Shed.

LIVING ROOM

Return to the Castle and enter the Living Room to get the STAKE (located



When you enter the royal grounds, the Falconer doesn't appreciate your arrival. He sends his elegant bird to attack. I hope you've remembered the crossbow!



The Falcon flies off in an attempt to end your brave adventure. You must shoot it with the crossbow when it reaches the skies.

ed near the fireplace) and any ingredients along the way.

KITCHEN

Go back to the Kitchen and MIX as many spells as you can. If the old cook is there, she must be removed. SALT is needed for this and can be found in the Torture Chamber. When the cook is dead, Elvira will return. At this point, face the dumb waiter and give her a Glowing Pride spell. She will enter the hole and procure the FIRST KEY for you.

UPSTAIRS (Vampire's Room)

Go upstairs and enter the Vamp's room. USE stake. Now take the VAMPIRE'S DUST and the CROSSBOW BOLTS.

UPSTAIRS

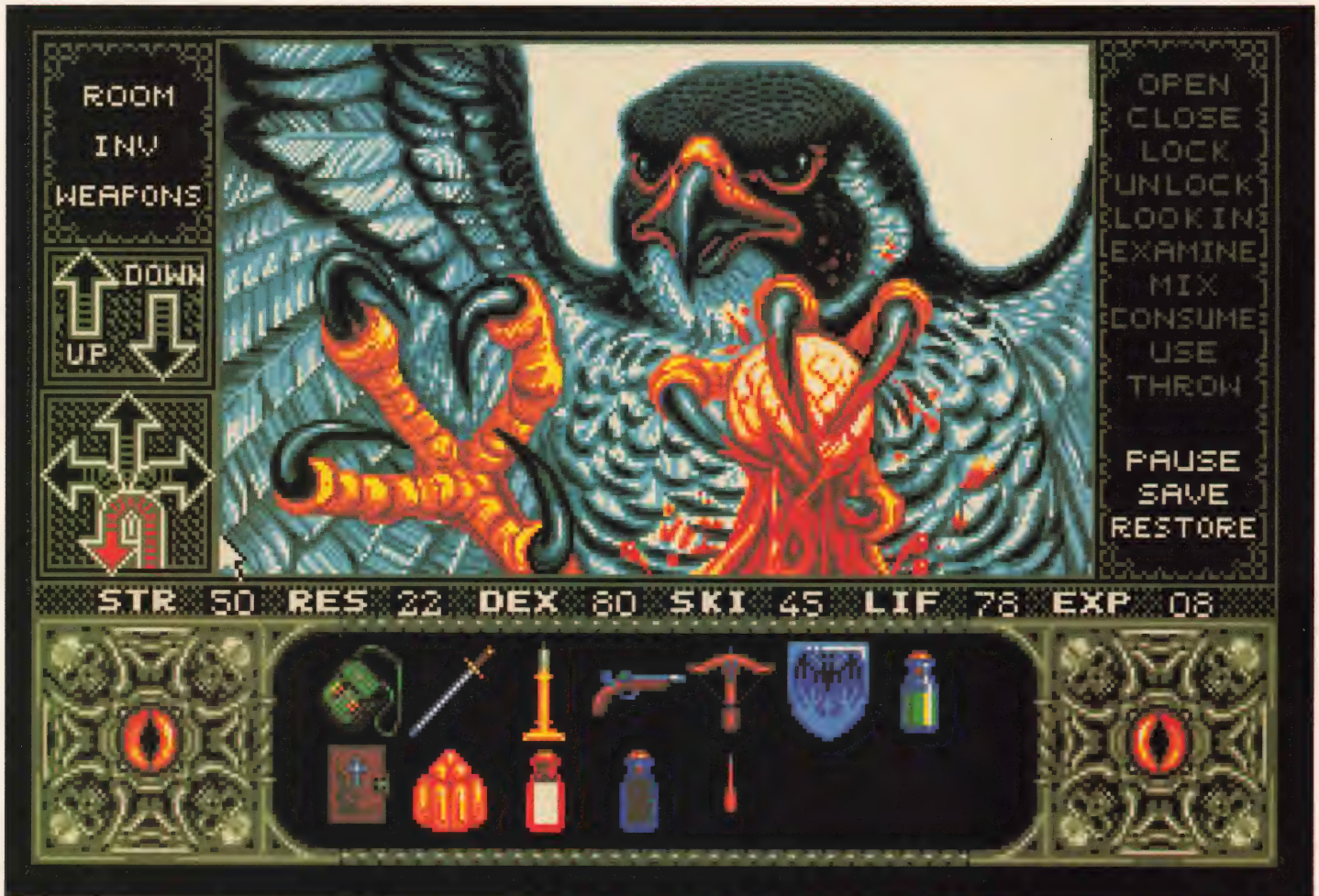
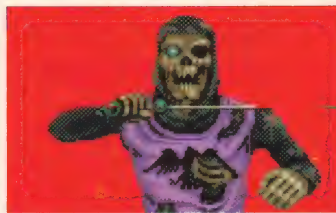
Go into the Bedroom and search the drawers to find a BIBLE. In the Bible is a Prayer Scroll. Search every bedroom to find more crossbow bolts.



MEADOW (O/side Herb Garden)

Go to the Meadow and kill the Falcon with the crossbow (shoot the arrow just before the bird turns to





Acting under orders, the vicious Falcon tears at your face with its claws. This is what happens when you don't read the guide properly. Now, go back and this time, don't forget the crossbow, jerk.

swoop at you). Take the SECOND KEY, the FEATHER and retrieve your crossbow bolt.

Take Elvira's LOST RING.

CHAPEL

Go back downstairs to the Chapel. Insert Elvira's RING into the cross. Take the PRAYER BOOK with the Manticore Hide inside.



MAZE

Enter the Maze and find the BIRD'S EGG. Make your way to the center of the maze. Find the lily pond and take all the items. Do not enter into hand-to-hand combat with the maze creatures – use spells or crossbow bolts.

Find the nest and take back any items stolen from you by the maze creatures. If there are eyes visible when you arrive, use crossbow bolts or spells to render the nest safe.



UNDERGROUND CHAMBER

Enter the Chamber underneath the altar in the Chapel. Face the pictured wall and USE the prayer scroll. Take the CROWN and put it on the crusader's head. Now take the HOLY SWORD and USE it.

BATTELEMENTS

Go up to the Battlements and fight until you come to a Grey Knight (an archer). Fire a crossbow bolt at him and take the KEY. He should fall over the wall and into the moat. (Note his location. You'll need to find him later on.)

DUNGEON

Enter the Dungeon and search the cells for magic ingredients. Enter the Torture Chamber and lift the ring on the floor. Make sure you touch nothing else. Take the BONES and the THIRD KEY.

CATACOMBS

Go into the Catacombs and explore the various Burial Chambers. Locate the Coffin and take the KEY. Find the empty coffin and put the bones in it.

TORTURE CHAMBER

Head back to the Chamber and take the TONGS.



This is Elvira - the Mistress of the Dark. She is responsible for leading you on this wild romp around her great Aunt Emelda's old, derelict castle. But, isn't she cute?



With an attitude like yours, it was inevitable that you'd get in trouble. The guard doesn't take kindly to insults, so you'd better just prod him with your sword.

WELL ROOM

Go to the Well Room and check that the rope is in the DOWN position.

CATACOMBS

Go back to the Catacombs. If you come across the monster with the stone, kill him and take the STONE. Enter the Burial Chamber where you put the bones. Open the other coffin and the room will flood. Swim down and then swim until you find a place to swim up (the UP arrow should be highlighted). This is the bottom of the well. Don't forget to swim up for air, otherwise you will drown.

Swim DOWN again and head to the grill at the other end of the tunnel. UNLOCK the grill and enter the moat. Find the dead knight you killed earlier and take the FOURTH KEY. Go back to the bottom of the well and go UP. Then take the MOSS from the well.

FOUNDRY

Go to the Foundry and take the CRUCIBLE that is in the wooden box. Place the Silver Cross in the Crucible, then place the Crucible in the fire to melt the cross. Dip one of your bolts in the molten silver.



You stand at the entrance to the castle with a feeling of fear growing deeper in your chest. You survey the scene and wonder what things are in store for you.



After entering the castle, you will be presented with a flight of stairs and a long passageway. Take the stairs to locate the bedrooms and some crossbow bolts.

KITCHEN

Go back to the Kitchen and USE the Tongs to take the hot coal from the fire. Make your way immediately to the Third Tower.

a ring in the middle.) You now have only one more key to collect. This must be taken from the Captain of the Guard.

THIRD TOWER

Light the cannon wick with the hot coal. It will fire, blasting the Fourth Tower to pieces.

STABLE

Go to the Stable, kill the Werewolf with the silver bolt and collect the FIFTH KEY from behind the stone in the last stall. (the stone with

ARMOURY

Go to the Armoury and collect the Armour. (CONSUME any strength potions before you use the armour, or you will be left immobile.)

Drop any unnecessary items and CONSUME dexterity potions. Enter the

Captain's room and attack the Captain with magic to reduce his power and finally defeat him in hand-to-hand combat. Take the



This handsome young chap is the Gate Master. He will capture you and throw you in jail if he catches you, so try and make sure that he doesn't.



This is what it's all about. Elvira will mix some spells for you, if you give her the right ingredients, that is. Also, try and visit the pantry, it contains some useful stuff.

BULLETIN off the Captain's board, and take the SIXTH KEY. You should now have all the keys.

DESTROYED TOWER (Fourth)

Go to the Destroyed Tower and you will find a chest. Open the chest using the keys in the correct order. (This can be done by examining each key.) In the chest you will find a Dagger and a Scroll. Take them both but don't use them yet.

CATACOMBS

Go to the Catacombs and find the stone impression on the floor (located at the Y-junction in the passage-way) where you can insert the key obtained from the monster. This will open a secret passage. Enter the passage - make sure that you use all magic healing potions before you enter.

At the end of the corridor, Emelda will confront you. To kill her, place the Crusader's sword in the pentangle, then USE the scroll you found in the chest and finally, stab her with the Dagger.

CONGRATULATIONS:
You have defeated the evil queen and you can sit back and receive the grateful thanks of the Mistress of the Dark - Elvira.

One final note. If there is anything I haven't covered, drop me a line and I will to help you out. Good luck, adventurers.



The weapons room should be visited at the earliest possibility. Make sure you take the shield and a handy weapon - the sword is a good idea.



...ELVIRA



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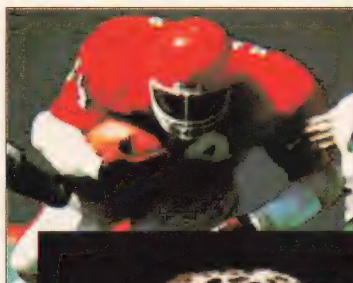


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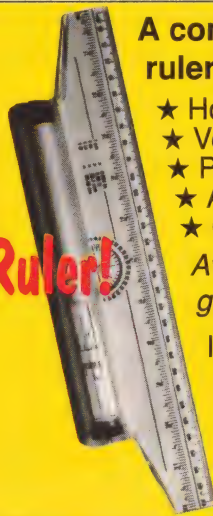
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GTGA...



Harrigan is having a few problems with the Predator. Can you, with the help of this amazing GTGA players guide courtesy of Mirrorsoft and our very own Jason, help Harrigan to rid the streets of this menace. This guide will tell you the best way to tackle each level and inform you of the most evil criminals and how to defeat them.

LEVEL 1: THE STREETS OF LOS ANGELES

HINTS AND TIPS

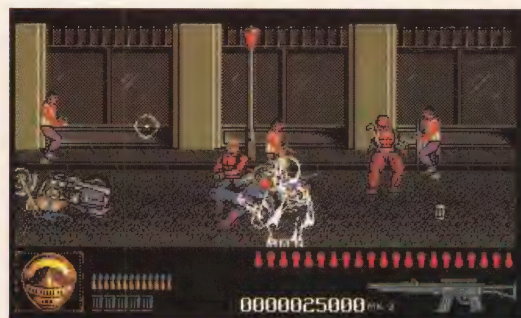
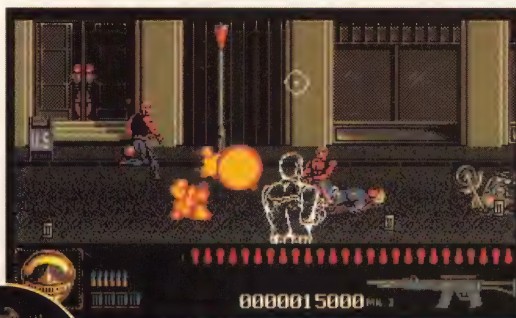
1 The first priority is to collect a good weapon. Unfortunately, your .45 Magnum is no match for the advanced weaponry of the vile drug barons. Ignore the first Mk III rifle that appears and collect the Mk II that follows. Make sure you collect the ammo clips as they scroll by.

2 A few seconds later, a Mk I rifle will appear on the floor. This is by far the best weapon available, so collect it and try to keep it. Keeping your finger on the button will spray bullets across the screen, ridding you of your enemies fast. Again, make sure you collect the ammo.

3 Do not shoot the injured motorcycle cops, as this will decrease your badge.

4 Survival is the name of the game and the best way to stay alive is to be careful who you shoot and when. The foreground (close up) enemies should be taken out first as they cause you the most damage. Secondary to this rule are the gang members who throw bombs from the background. A direct hit from one of these Molotov Cocktails can inflict a lot of damage, so shooting at the doors to keep them inside or detonating the bombs before they hit you is important.

5 Don't shoot at Tony Pope, (the reporter who continually thrusts a microphone in your face during battle), as shooting reporters live on TV



is not good for publicity! (It will also reduce your police badge.) Also, try not to shoot the large Latin women or the TV crews, as this will cause you to be thrown out of the force.

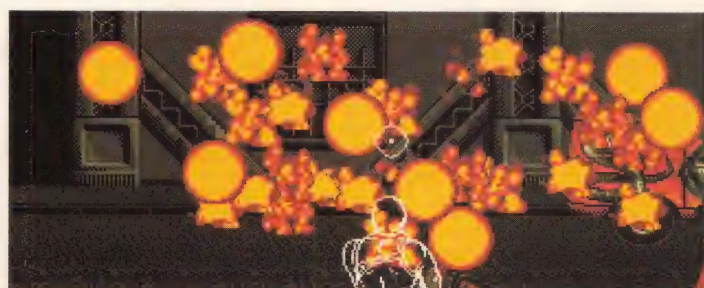
END OF LEVEL 1: EL SCORPIO

Having survived long enough to reach the end of the level, you reach

the HQ. Suddenly, there is an explosion and the remaining gang members rush out. Concentrate on the two 'punk' like characters who flank the HQ entrance. Shooting them will provide body armour that will refresh your energy totally. Two more punks will appear later on, so you must stay alive till then.

After a short while, El Scorpio (the gang leader) will make an

appearance. It is much easier to kill him if you have managed to get rid of all the gang members. Keep your finger on the button and he should drop to the ground with ease. Unfortunately, life isn't that easy. He will recover and try to kill you (mainly due to the three sets of body armour he wears underneath his clothes!). You must knock him down three times to defeat him.



LEVEL 2: THE PENTHOUSE APARTMENT

HINTS AND TIPS

1 In this level, everyone is out to kill you. Unfortunately, ammunition is in short supply so don't go foolishly wasting it by switching on the auto-fire or holding the mouse buttons down with blue-tack. Most of the available extra ammo has been hidden inside potted plants, statues and light fittings. These must be shot first (some more than once) before they will reveal the ammo.



2 There are no rockets or rocket launchers on this level. There is also only one piece of body armour to collect (restoring energy to 100%).

3 The Predator appears camouflaged during this level. He will shoot a few bad guys with his laser and launch nets, spears and disks at you should your mis-directed bullets make contact with him. The eyes of the Predator will flash when he is hit.

4 The second half of the level leads into the bedroom of the apartment. Shooting the pillows will reveal more ammo clips. The level reaches its climax when you come across a strange circle surrounded by candles.



5 A dead body drops down from the ceiling, suspended by a rope. A machine gun clatters loudly to the floor and a whole group of bad guys appear from over the balcony and start firing. A Jamaican will appear and fight close up. You must survive long enough to knock out the Jamaican leader until the special forces can arrive.



END OF LEVEL 2: GOLD TOOTH

As in level one, the closer enemies will leave behind ammo clips for you to collect. There are many enemies at the back of the screen who will leave nothing at all when shot. To the right of the screen is a woman being held hostage. Shooting her drastically reduces your energy.

To survive this level, you must have a good weapon. There are no body armour packs available. The only way you can replenish your energy is to die and use up one of your remaining continues.

LEVEL 3: THE L.A. SUBWAY

1 Every so often, an underground tube train will travel through the middle of the battle, giving you a slight reprieve. There is no hidden ammo throughout this level.

2 Hidden inside this level is one piece of body armour. Collect this, it's your last chance! Finding it will prove difficult as it is hidden inside something else.

3 All weapons are available on this level bar the rocket launcher. Try and keep hold of the Mk I rifle, it's by far the best weapon.

4 One important element of this level is the ability to shoot out the light fittings and plunge the level into darkness. The advantage of this is enemy accuracy is reduced by 50% so you only take half the damage. The disadvantage is that if you accidentally shoot the Predator, you won't be able to see the weapons that have been fired at you in retaliation by the Predator.

5 As in most levels, the Predator will help you every so often by ripping the head off a bad guy or shooting them with a laser.

END OF LEVEL 3: AMBUSHING THE PREDATOR

The Predator will run onto the screen at the end of the tunnel and hurl a barrage of weapons at you. Meanwhile, you are being mercilessly hacked at by enemy gang members. You must hit the Predator enough times to wound him, he will then run off.

LEVEL 4: THE SLAUGHTERHOUSE

This level is actually split into two different sections. The first part takes place in the slaughterhouse and the second part is in the Predator's ship. On this level you can't shoot anything and make it disappear. FBI men wander around and, if shot, reduce your energy.

If you shoot the box on the wall, the sprinkler system is activated. If you then shoot a nitrogen gun, which has been left lying around by an FBI agent, this will (coupled with the rain effect) invoke snow. In this mode, the Predator weapons are 50% less accurate.



...PREDATOR 2

GTGA...



We all know that being a super-spy is really tough going and we realise that some of you may be struggling with Sierra's toughie – Codename Iceman. If you're one of those people, here's Part 1 of a nifty guide courtesy of Nic Moran of Stockport and our own Paul McNally. Part 2 next month.

So Mr. Bond, you're having a little trouble playing a simple little spy game are you? Just tell me where you are stuck and I will attempt to reveal all.



I suppose you think you're smarter than I am! If you're so clever where do I get the money to buy the newspaper with, when I'm on the island?



If you'd looked around carefully, you'd have found your hut. Go in, open the drawer next to your bed and you'll find 50 cents. (If you don't you've obviously got a light-fingered cleaner!)



Fine! But which hut is mine anyway?

Ask the hotel receptionist for your key. Yours is the second to the last hut if you head west. Don't forget to put your shirt on from the back of your deck-chair first!

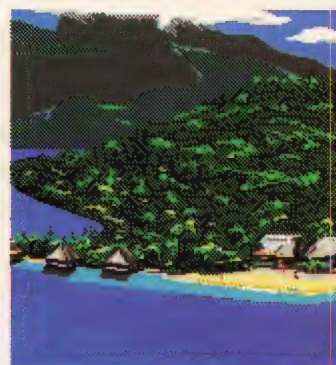


Being the all-round athlete that I am, I feel the urge to indulge in an energetic game of volleyball. The only trouble is, my partner keeps drowning when she goes to get the ball.

Don't you read the the manual! As soon as you hear the cries for help walk south into the water. If you're quick enough you'll haul her unconscious body back to the beach and lie her down. Type in the following.

"Shake and shout. Call for help. Establish airway. Look. Listen. Feel. Give two breaths. Look. Listen. Feel. Check Pulse. Begin compressions."

You've just won your life-saving badge.



I'm getting pretty desperate for a date, but can't find a girl willing to give me a chance.

Then the Chi Chi Bar is the place for you! Ask the brunette who's on her own to dance. Buy her a drink and kiss her a few times (ask your father!). She'll then obligingly invite you to her hut where you must kiss here a bit more. Anyway, you'll end



up spending the night. Next day if you look carefully in the sand outside her hut you'll find her earring, inside which you'll find some microfilm!



General Braxtom wants me to call him but I can't find his number anywhere. What do I do?

If you go to your hut and search in

the drawer and closet you'll find your ID and black book with all your numbers in.

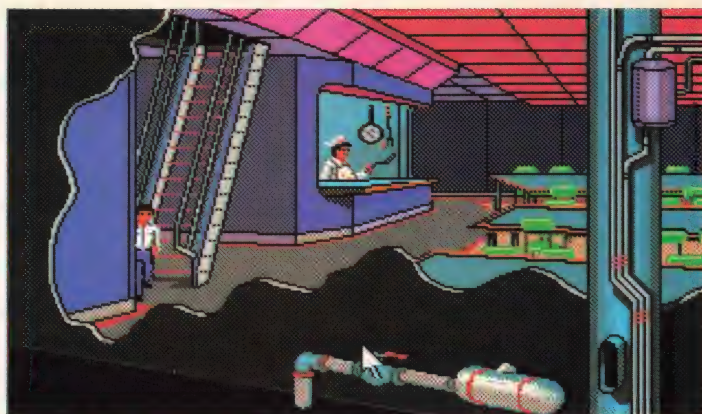


Now I've done everything on Tahiti, how do I get to the airport?

If you read the sign in the lobby you'll get the telephone number for the



Once I've got to the Pentagon what am I supposed to do then?



You'll have to show your ID card to the guard at the door. He'll take it off you and put it in his pocket. Get the lift to the briefing room. Take notes during your meeting with the general and the CIA chappie. Before you go, get the manilla envelope.

? I can't get my ID back when I leave the Pentagon.

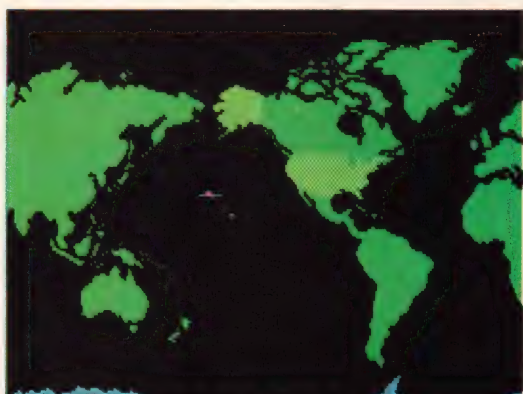
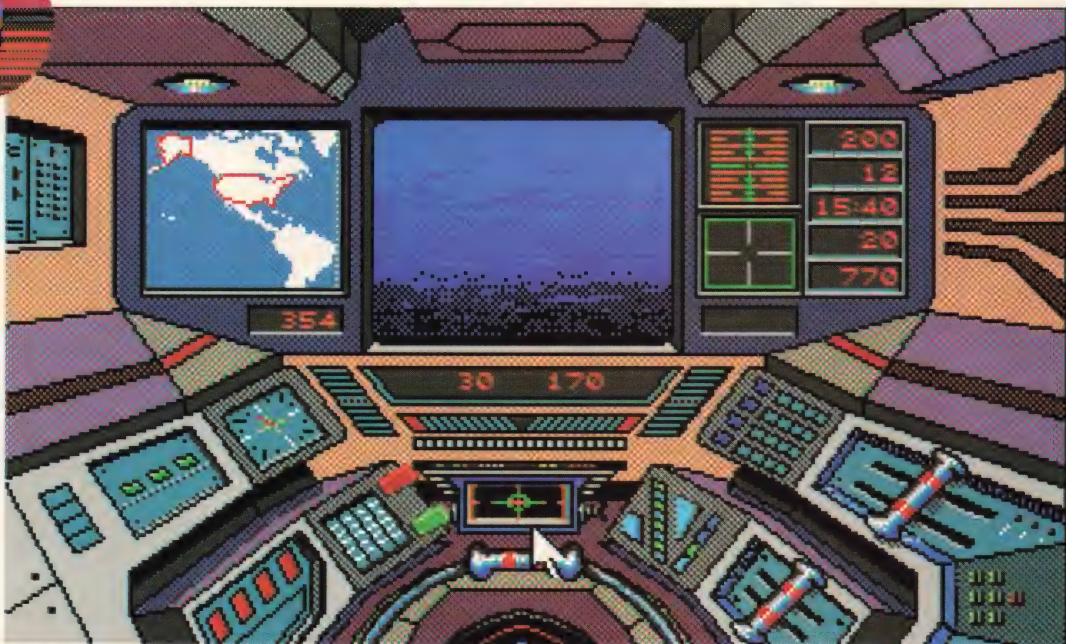
You must ask the guard on the door to return your card. Be sure to examine it as you don't always get the correct card back. Keep asking until you get your own card back.

? Good. Now I'm on the sub and I can't open the safe in the captain's quarters. What do I do?

You have to get the combination from the captain when you're in his quarters for the first time. On the off-chance you failed to do so, you may find that 23448803 could be your lucky lucky number.

? That's all very well but now I can't open the briefcase either.

What were you doing in there the first time! You should have asked him for that as well. But once again the combination is 76



...CODENAME ICEMAN

DOTTY'S...



Are you having problems with a certain game? Is the evil wizard lord becoming a handful? Is that powerful end of level guardian giving you a rough time? If you can answer 'yes' to any of these questions, you've come to the right page. Helpline will try to answer all your queries, so don't forget to keep them coming in.

IT'S A MYSTERY

Dear Dotty. Please can you help me as I am dead stuck on Themepark Mystery? I purchased it at the Computer Shopper show in December, and so far all I have managed to do is collect the tokens from the Zoltan machine and board the monorail to Dragonland.

I then travel along the waterway until I come across the three monkeys who knock me off my boat with little balls. I can't shoot them and just die. Thanking you in anticipation of a helpful reply.

**Dominic Bender,
Tonbridge, Kent**

Hey Dom, what's happening? Quite an 'oldy' this but still quite difficult. I haven't played this game for a long time but I'll tell you what I know. After checking the Zoltan machine, it's always a good idea to search the machine on the left. This search usually reveals some money or some more tokens which can be put to good effect.

Your problem with the monkeys can be solved before you reach them. There should be a stairway that leads up towards the top of the screen. Take the stairs and collect the potions located near the right of the screen. Well, that's all I know, but it might come in handy.

A BOXER BEING BULLIED

I recently purchased Panza Kick Boxing from my local computer shop and I was impressed by the quality of the game. Unfortunately, the game is also very hard to play. I enter the ring full of confidence and leave feeling totally bruised and battered. Please help my as this is the only flaw in an otherwise excellent game.

**S White, Chichester,
Sussex**

I quite enjoyed this beat'em-up and consider myself to be rather good at it as well. I have found that the most effective moves are the Upper-



cut and the Roundhouse kick. Using these will almost certainly guarantee you a victory without losing too much energy. Oh, and by the way, watch out for your opponent's special move. He will always try and make use of it at the start of a round, so keep your distance!



THE FUTURE OF GAMING

After watching the film Back to the Future III, I went out and bought the computer adaptation by Mirrorsoft. The first few levels are quite easy and I soon found myself on the last level - the train. The only problem is I can't seem to find the second log that must be picked up. Each log must be collected in order, so I have only man-

aged to get three or four screens into the level. Hope you can help.

**Teri Taylor, Altrincham,
Manchester**

At last, a letter from a young lady. Although not one of my favourites, BTTF III is not a bad game to play, in fact, it can be quite fun at times. Your question posed quite a problem as I had not played the game to the last level, so I brought in outside help in the shape of our elusive Ed. Mr Bunker.

Although non too pleased at being disturbed from his usual mid-morning kip, Mr Bunker said: "...God, not another girlie after my large, muscular frame. Anyway, tell her to look at the bottom of the stairs on the first or second carriage. She should find a black log hidden nearby. Now go away Dutton and do some more work".

Thanks Mr Bunker, sir! Hope these words of wisdom help Teri.



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'Nam 1965-1975

D O M A R K

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Not only must you try to prevent South Vietnam falling into Communist power, you must also secure your own political future as President, and keep the people back home happy.

It is in the role of President that you choose what amount of military and economic aid you will give to the South Vietnamese government. This in itself can win or lose the war.

Running your own country isn't the only job you'll have to do. You also have to take the part of the Commander-In-Chief and make all the military decisions concerning your troops, and those of your allies in the steaming jungles of South East Asia.

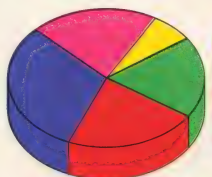
Your men will have to deal with the appalling conditions and terrain, not to mention the sneaky guerrilla tactics of the attacking Viet Cong who will be out to demoralise your forces at every opportunity. You have far more firepower than your enemy, but you'll have to utilise it fully if you're to stand a chance of winning.

In 'Nam you can choose to reenact any of the war's three major battles: the Tet Offensive, Khe Sanh and the final 1975 Offensive. In each of these conflicts the mobility of your troops is affected depending on the terrain you're currently in, so you have to plan your moves taking this into consideration.

At the start of the game you can also choose to be either President Nixon or President Johnson. Depending on your choice, you will either start off in January 1968 or 1964 respectively. This makes very little difference to the actual gameplay but does mean a change of tactics are required as the war will obviously go on longer, and more careful management of your resources will be necessary.

The game comes with a couple of posters and a manual that is full

PUNTER-POWER™



GAME: 'NAM 1965-1975
PRICE: £24.99

'Nam is a pretty high profile release from Domark and strategy enthusiasts have been waiting for it for ages now. Unfortunately there is a chance a lot of people are going to be disappointed with the final result. The digitised graphics are not very good and just seem to be tacked on for the sake of it. The maps aren't very colourful and are rather grey looking, which is a real pity. If you can lose yourself in wargames and are looking for a new challenge, then 'Nam's worth a look but if these aren't really your cup of tea, there's nothing here to tempt you. The task is a long-term one but it's whether you can be bothered to play it through to the end. It isn't the worst wargame available but it certainly isn't the best either.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=70%



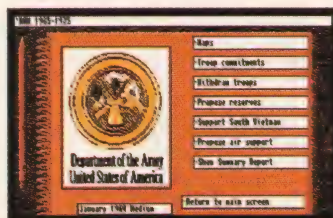
President Nixon sits at his desk looking apprehensive as the stories of the war unfold before him.



You can also choose to be President Johnson, in which case the game begins four years earlier.



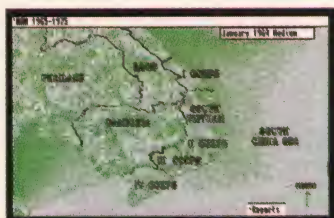
The newspapers tell the tale from the public's point of view. This will give you an indication of their opinion.



From this screen you can make all the decisions as to how much you want to spend and where you want it to go.



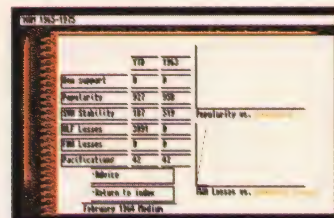
Should your war effort run into trouble you can choose to call up a number of your reserve army.



The map of South East Asia can be used to plot troop movements across countries.



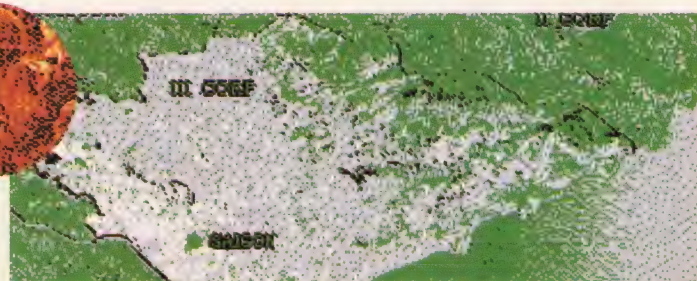
The main map can be enlarged to highlight specific areas of Vietnam. This one shows the Saigon area.



The status screen gives you graphs showing how well your forces are doing against the communists.

of historical information about the Vietnam war as well as detailed instructions on how to play the game. Without reading this guide you may find yourself struggling to understand what's going on at first so it is recommended that you take a few minutes to have a quick look through before loading up.

Paul



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Eagle is the top player of Disc. If you defeat him, you know you can be declared the true champion.

DISC

LORICIEL

Had enough of having to fumble with 20 or so keys on your ST as you try to manoeuvre the latest high-tech fighter plane during intense combat? Tired of blasting the same tedious aliens who never learn that a galactic superhero like yourself is unbeatable?

Well, Loriciel have departed from the norm with Disc. Although not totally original, Disc reverts to a simplistic style of gaming: the sort that contains a high level of addictiveness.

The game is a one-on-one situation where the object is to defeat your opponent in one of three ways. The two players (human versus computer or human versus human) face each other across a bottomless void. Each player has his back to a tiled two-storey wall and also stands on a tiled floor. Every tile displays a shape.

You must hurtle a disc that you will have in your possession at your opponent's tiles. A successful strike changes the shape on the tile, signifying that the tile requires a specific number of hits more to destroy it. Only tiles on the back wall can be destroyed with a disc, but the tile that mirrors the one you destroyed will also disappear, causing a dangerous hole in the floor. If your opponent should fall through a hole, his game will end with a victory for you.

However, each player can deflect discs with a resilient shield he possesses. Return shots can be angled by the positioning of the joystick when you hit back. Shots against the sides of the arena will bounce off in the expected directions.

There can be more than one

disc in the game at one time. In fact, up to four could be slicing through the air simultaneously. A disc that you throw or deflect changes to your colour. If your opponent misses the disc, it will rebound as the same colour that you originally launched it, and therefore allows you to catch it as you can't collect discs of your opposite number's colour. Catching discs is automatically performed provided you stand absolutely still and the disc is within close proximity.

If your discs strike your opponent, he will lose energy. Energy bars are shown beneath your character's name at the top of the screen, along with details of any bonus discs you may have. Bonus discs are possible to gather by hitting tiles that show question marks upon them.

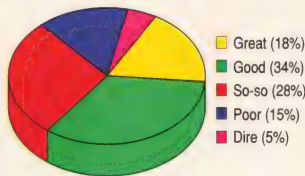
A variety of bonus discs exist. These include Speed Discs that travel about the arena with incredible speed, Master Discs that home in on your position so you can collect them with ease, Special Discs that change indestructible tiles into tiles that can be disintegrated, and finally Power Discs that inflict more severe damage than normal upon your opponent and his tiles.

Points are scored for hitting your opponent and causing the destruction of his tiles. This means that if playing time should end, the winner is the person who has accumulated the most points.

Competition against the computer comes in many forms for opponents vary in their skill. You should try to climb the rankings by competing in individual challenge matches and tournaments. Your aim is to progress from being a Novice to where you can hope to beat Eagle, the true master of Disc.

Alan

PUNTER-POWER™



GAME: DISC
PRICE: £24.99

RATING=80%

Smooth animation, lively sound effects and great gameplay. What more could you ask for? Disc is great fun to play which is amazing considering the game only ever takes place in one location. Controls are simple to use: the joystick pushed in various directions with the fire button in any of its two positions accesses a variety of throwing possibilities. The two player option is a great complement to what was already a good product.

GAMEPLAY:
SOUND:
GRAPHICS:

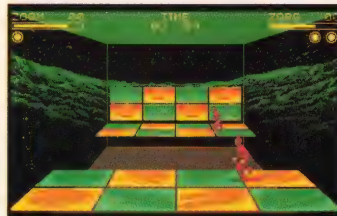
ENTER THE WORLD OF DISC



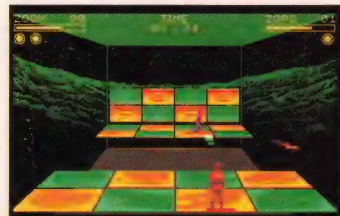
The men you can compete against are displayed for you to choose.



You make a decision, your challenge is accepted. You must now play Zorg.



Two lean figures race onto the screen as the battle is just about to begin.



Discs begin to fly as you attempt to defeat your opponent.



Should a gap appear in the floor, you can somersault over it if it isn't too wide.



Zorg is beaten and disappears in a flash of light. Select your next opponent.



The crowd eagerly await the first Supercars race of the day. Are you going to be good enough to beat the best?



Supercars II TV is a pretty popular station, and Harrison Ford the presenter is about to start enthusing over the forthcoming events.

Supercars II

G R E M L I N

A couple of years ago Gremlin Graphics released the original Supercars onto the public. Now, after a lengthy wait, the sequel (it could only be called Supercars II) has screeched onto ST screens as yet another car racing games makes it to the shelves.

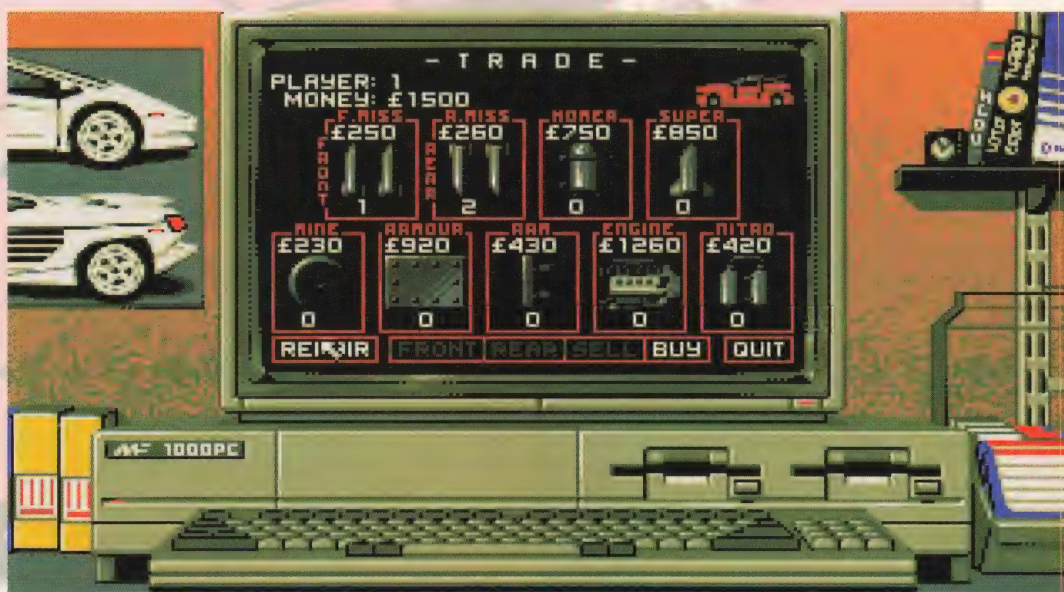
The sequel comes from the creators of Lotus Esprit Turbo Challenge – Magnetic Fields and takes all the original features of Supercars and adds to these a whole wealth of new ones.

Anyone who missed the original but has played games like Super Sprint in the arcades, is immediately going to be familiar with the overhead playing style. Pressing the fire-button causes your car to accelerate and releasing it gives you a braking effect.

Steering around the hairpin bends is going to cause you enough problems but don't forget you've got the other cars to contend with too. In each race you must consistently finish in the top five positions. Fail to do so and you will be disqualified from the competition and be prevented from completing the rest of the season.

To make life a little easier, if the roads seem a little too busy for you, you can use any means available. This fortunately includes goodies such as amour, missiles (including homing missiles!) and rams. The only problem with these is they cost lots of cash and the only way to get cash is to do well in the races. Vicious circle really.

Upon loading the game you will be presented with a menu screen



From here you can repair your car and buy as many new armaments as your wallet will allow you to.

giving you the option to choose from one of the three difficulty levels. Each level is made up of seven different tracks getting progressively harder.

When playing on the hard level, both the tracks and the drivers are more dangerous than on the earlier stages so it is advisable to take it carefully at first and plump for racing the easy circuits.

Another factor affecting the circuits you race on is the weather. There are three different kinds of track: Snow, grass and rocks. Each type of circuit will affect the handling of your Supercar differently.

Perhaps the biggest change between this and the first game is

the inclusion of a two-player option. If this mode is selected you will both be presented with a split screen view, with half of the screen being devoted to each car. Of course if you keep the game on one-player the full screen is available.

When a race is over, you will be given the chance to repair damage to your car and to purchase extra weaponry to replace what you've just used. The repairs again cost money and so a high success rate in the races is necessary if you are to keep your car performing to its peak.

If you find you've got more than enough of one particular type of weapon you can sell them to raise a bit of extra cash. This is done in the

same way as buying and is achieved by clicking on the required item on the menu.

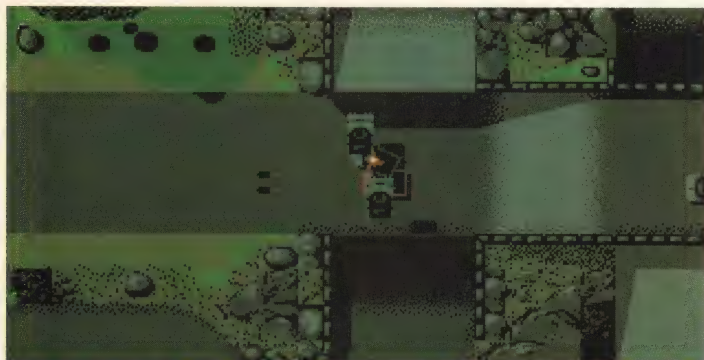
You are only allowed two different types of weapon per race but there is no limit to the number of these that you have. When racing, the weapons are fired by either pushing the joystick forwards or backwards, as in the original Supercars, so you must remember which weapons you mounted where.

Careful aim must be taken when using your artillery, but a couple of well placed shots could be the difference in your final placing and the amount of cash you get. Don't forget that all the other cars are armed too and out to get you.

Paul



Nancy Allen is the on the spot reporter. She'll keep you up to date with all the comings and goings before the day's event.

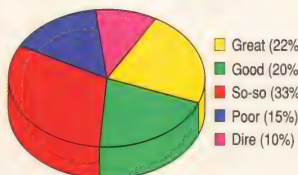


There's been a bit of a pile-up at this jump. That's going to delay you for a few vital seconds and could cost you the championship.



Now it's time to talk your way out of a hefty fine because it's believed you're environmentally unsound. You'd better answer the questions correctly.

PUNTER-POWER™



GAME: SUPERCARS II

PRICE: £25.53

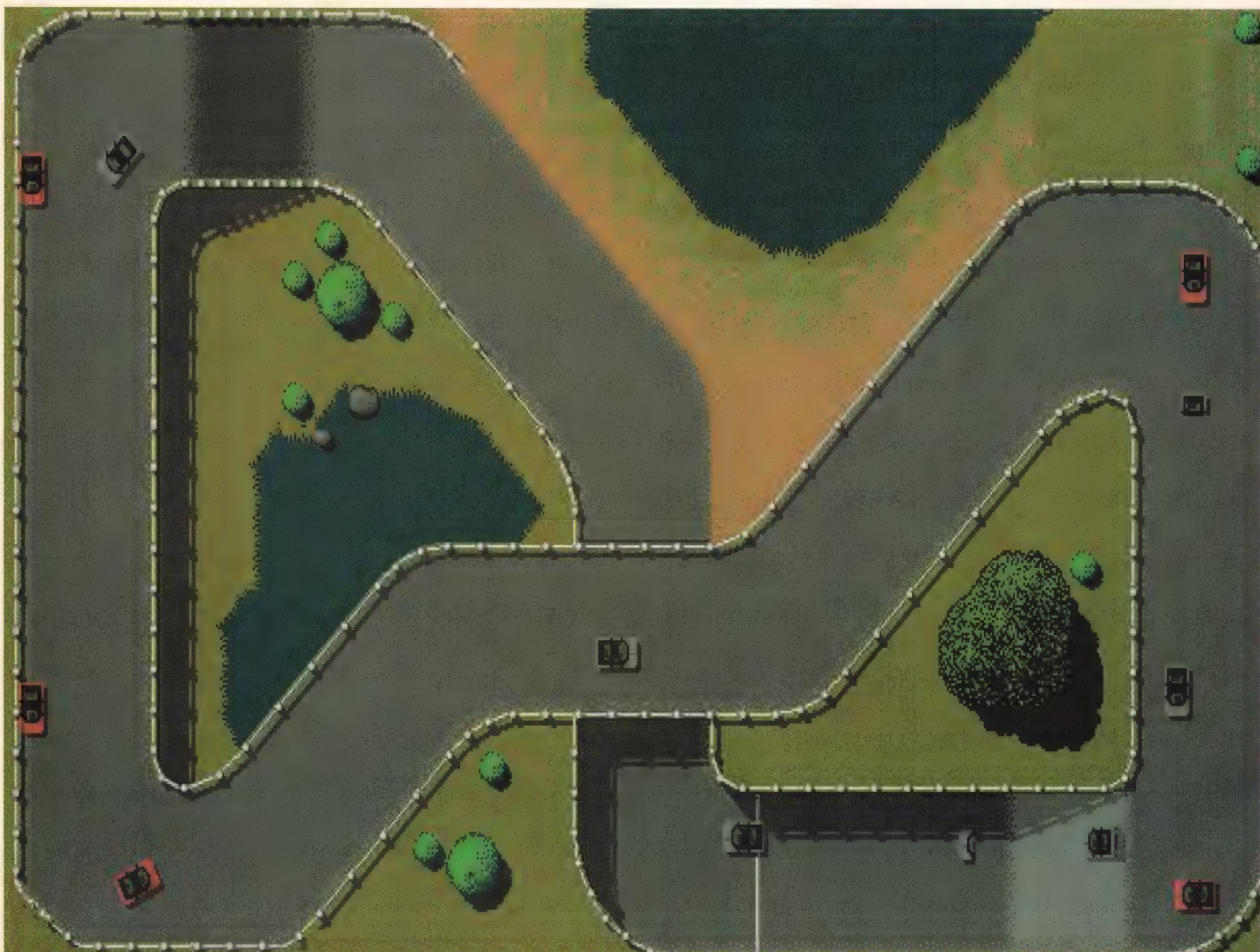
RATING=86%

The original Supercars was a classic racing game, and Gremlin have succeeded in going one better with the sequel. All the brilliantly addictive qualities of the original have been retained, but there's something else here too. There are lots of new bits to the game, such as the part where you get fined for being environmentally unsound! You're going to keep coming back to this for ages. Gremlin have come up with another top-notch racing game here!

GAMEPLAY:

SOUND:

GRAPHICS:



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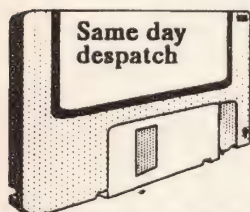
ALIENS



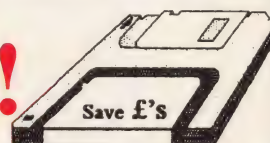
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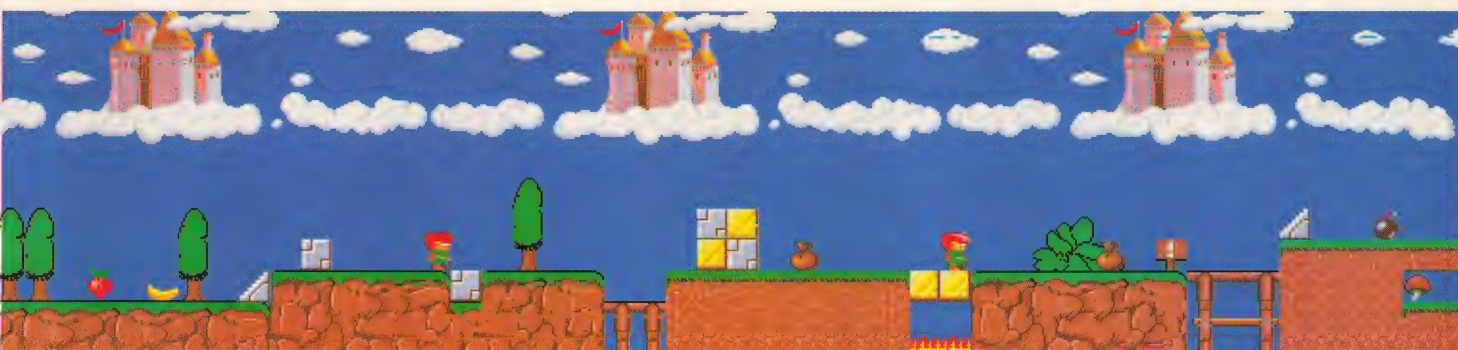
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Melba must utilise available objects to complete the levels. Most objects can be moved and strategically placed to help you in your quest.

Builder Land

L O R I C I E L

After arriving home from a hard day's work, our hero is surprised to see that his faithful and loving wife is not at home. Unperturbed by this unusual show of independence from his wife, Melba (sad name for a hero, don't you think?) puts on his slippers and settles down with a bowl of cornflakes for a quiet night in front of the telly.



Just as the show starts, there is a knock at the door. Our hero drags himself up and treads tiredly towards the door, opening it to reveal a lonely doorstep. Then, just before he returns to his comfy chair, a small slip of paper catches his eye. Picking it up, he takes another look around and then re-enters the house.

Settling back down again, he opens the piece of paper and runs his eyes over its contents:

Dear Melba,
Unfortunately we had nothing better to do so we decided to kidnap someone. And guess what: It was your wife's unlucky day. We have taken her across the lands to our fortress



This map updates as you progress through the game. Your goal is to reach the castle in the middle where Melba's wife is being held captive.

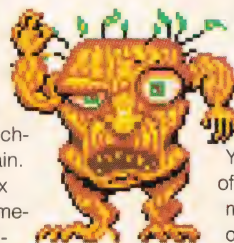
and if you want to see her again you will have to find our hideout pretty quick. Ha, Ha, Ha!
Lots of love,
The Bad Guys
P.S Our sincerest apologies for any inconvenience.

Our hero is now tired, depressed, unhappy, wifeless and, most importantly, UNFED. This has got to stop, he thinks to him-



self and begins to pack his little sack for the long journey ahead. He must use all the talent he possesses to win back his ever-cooking wife.

You take control of Melba in his attempt to free his wife from the clutches of an unknown villain. Make your way across six levels of enthralling gameplay, each level contain-



ing more than 20 screens, and finally take on the master himself.

During each level, you will come across certain parts that seem impassable. Don't worry. Different blocks and objects can be picked up and moved around the screen and placed in advantageous positions to aid your progress. Bonus items, such as fruit and gold can also be picked up to increase your overall score tally.

Also included in the game are a continue option and a password. The password allows you to start from any of the levels that you have reached during a previous game. You can have a maximum of two continues but you may want to reduce that to one, if you feel lucky.

PUNTER-POWER™



GAME: BUILDER LAND
PRICE: £24.95

RATING=73%

Builder Land reminds you of a horizontal version of Mirrorsoft's Brat. The idea behind the game is nicely thought out and this adds to the overall gameplay. The sound is quite cheerful and boppy with a nice title tune to boot. Graphically, the game is nothing special but what there is does the job in hand and makes you appreciate the playability. Quite an amusing little challenge that should give you blasters a pleasant change.

GAMEPLAY:

Reach Melba's Missus

This is our hero, Melba.

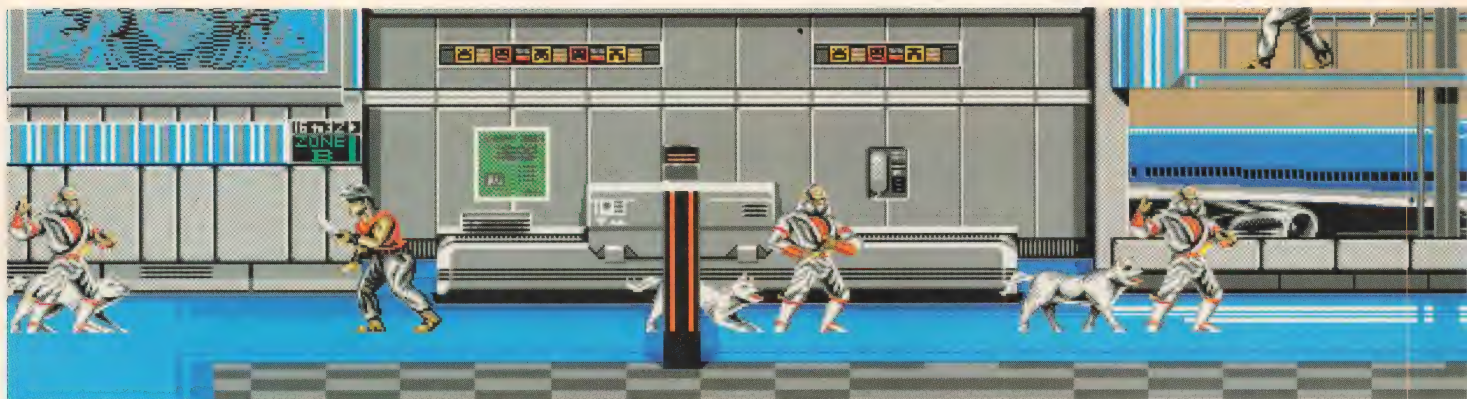
This square is used to carry the objects around.

This can be used to dig a hole in the countryside.



Collecting this will award you with extra points.

These will allow access to the higher platforms.



Shadow

The city is under siege! Your home town is having death and destruction wreaked upon it by an unknown group of terrorists. Every atrocity known to man is being performed on the buildings and citizens in the place you once called home. Time bombs planted by the evil gang can be found almost anywhere, ticking their way down to their explosions.

Totally sick to death of the dreadful deeds being perpetrated upon your friends and relatives, you set out to end the carnage with the aid of your pet dog. No ordinary youngster would have a chance of survival, but as a young Ninja, you may just have the skill and magical powers to complete the task. And a Ninja Dog is also a fearsome opponent to do battle with. Prepare to strike terror into the hearts of evil as you enter the streets.

Shadow Dancer has finally arrived on the ST. US Gold's eagerly

awaited conversion of the popular arcade money-eating monster sees you taking control of a young Ninja and his pet dog in their quest to rid their home city of the terrorist gang.

To anybody who's played Shinobi or Revenge of Shinobi on any format, Shadow Dancer will immediately claw back memories with its similar style of arcade gameplay.

Basically you must negotiate your way through the four enemy-ridden levels until you have found all the time-bombs and deactivated them, thus preventing more people from being maimed. To get rid of one of the bombs you must first kill off all the terrorists in the area, then simply walk over to the bomb. Being a Ninja allows you to automatically switch it off simply by passing it!

Each of the stages is divided into three or four sub-levels, so in reality you get 15 sections to have a go at. At the end of each level, you get a bonus game when you stand at the bottom of a tower-block throw-

ing shuriken at the Ninja enemies who quickly make their way down the building. Fail to hit one of them and you'll soon find their boot in your face.

As you move along a level you may find a section where you're having a little trouble getting at the enemy, who may be hiding behind an object or creating a problem by constantly firing at your position. If this is the case you can send your pet Ninja dog to distract him by trying to tear his throat out (Lassie was never like this!).

Pulling down and pressing fire on the joystick will send your canine chum into action, leaping over barrels and so on to get at his prey. While he is biting at the terrorist you can place a couple of shuriken in the general direction and thus

clear your path.

If your dog takes too much of a battering from its opponent, it will gradually shrink in size from the physique of a large Rottweiler to a rather puny poodle. When it reaches this point it will run off, only to return later at its normal size.

The game is faithful to its arcade parent with the levels being identical and just as difficult to complete. The controls are very simple to operate, although you may occasionally find your hound dashing off to play with the enemy at the wrong time because you moved the joystick in the wrong way.

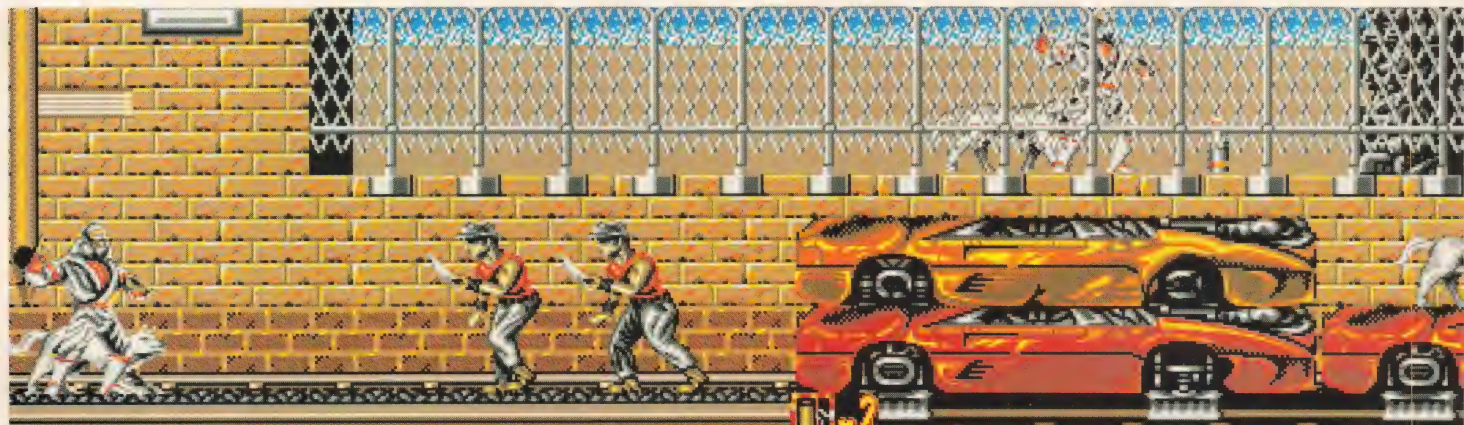
At any time during the level, you can use your magic powers by pressing the space bar. This can get you out of a tricky spot by damaging any enemies on the screen. **Paul**

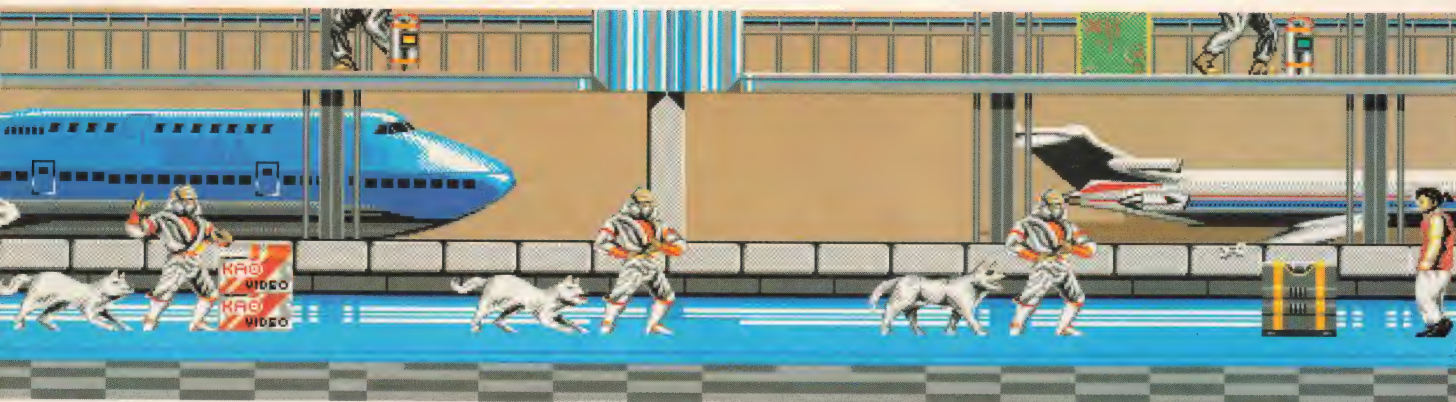


The young Ninja bravely faces two approaching terrorists on the tarmac of the airport.



On battling through to the first end of level guardian, you must now avoid the bouncing balls he hurls at you.





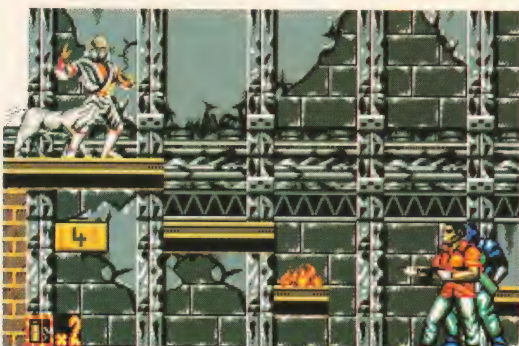
Dancer

G O L D

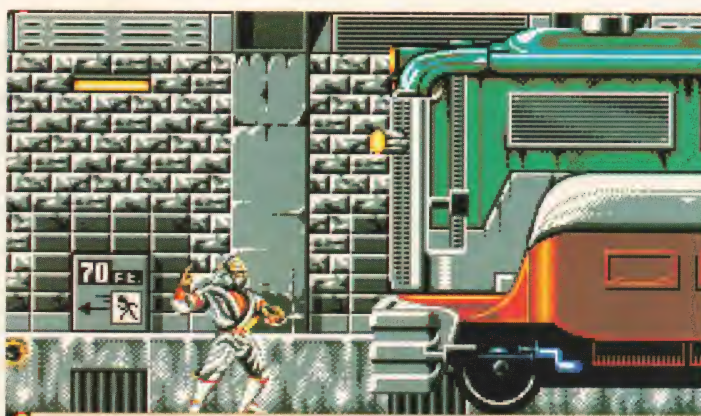


At the end of each stage you get a chance to get loads of bonus points by shooting the Ninjas as they descend the building walls.

Making your way through the levels is pretty awkward and chances are you'll lose plenty of your lives before you get to the end of the game.

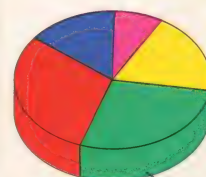


Entering one of the later levels you encounter two terrorists at the bottom of the steps. They have to be killed before you can go on.



The final baddie is protected by a magical shield that must be destroyed before you can have a crack at Mr. Big himself. Destroy the shield and he'll come after you himself.

PUNTER-POWER™



GAME: SHADOW DANCER
PRICE: £24.95

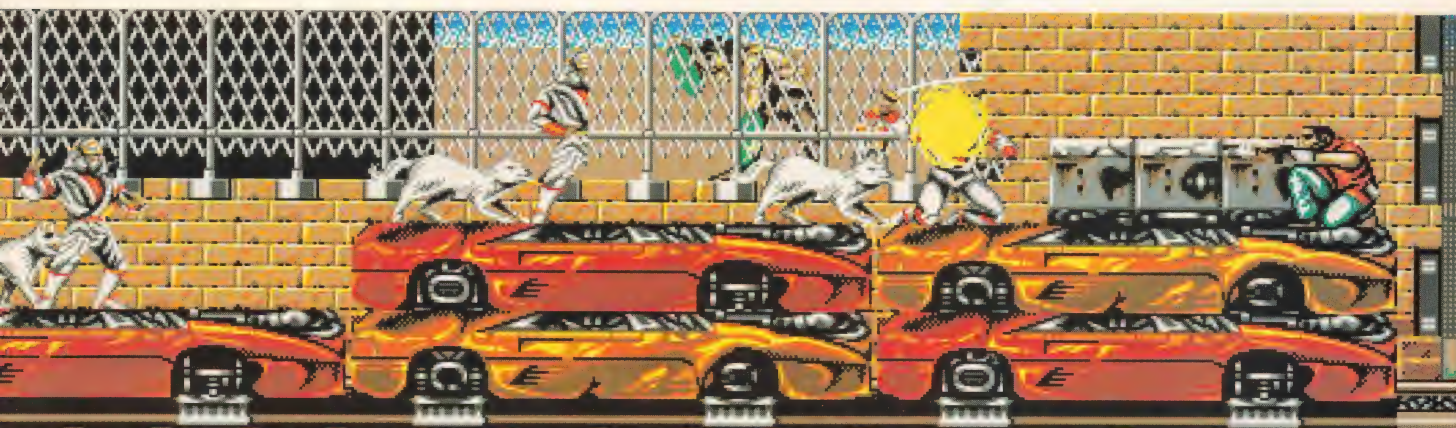
If you've ever played the Shadow Dancer arcade machine, the first thing you're going to notice about this conversion is the absence of parallax scrolling in the background. This seems to make the game slightly 8-bit looking but this isn't really a problem. The levels are all quite challenging and you certainly won't be completing this one first go. As this type of game goes, Shadow Dancer is pretty good - it all depends what you want to play. It's not totally amazing but it's alright if you just want to kill things. There's not a lot to do other than throwing shuriken and setting your dog onto people. You're going to find yourself coming back to this, for a while at least, because it is so frustrating and you'll need just one more go, to see if you can get any further.

GAMEPLAY: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SOUND: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

GRAPHICS: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

RATING=78%



It's rough! It's tough! It's ice hockey! Don those skates and protect yourself with enough padding to insulate a block of flats. Then venture onto the rink and glide gracefully about the ice hockey pitch, weaving in and out of opponents with ease. Then remember that the reason it's so easy is that you left the puck 20 feet behind you and the mad dash is back there!

With International Ice Hockey, you become involved in one of the most fun sports of modern day. It's not just a case of dodging about the ice with a puck at the foot of your stick. Attacking and scoring may sound ideal but their will be the odd occasion when you feel like punishing a few opposing players for whatever reason.

This means, of course, the beginning of a phase of barging. Ram your counterparts, mercilessly. The referee may penalise you but it will be worth it just to see the expression on your opposite number's face.

Ice Hockey can be played in a league where the other teams are computer controlled or in a two player mode. Needless to say which is the most enjoyable!

The game has a number of options on how to control your team. For instance, you could play on a nearest man to the ball basis. Alternatively, pressing fire can switch you to the nearest player. The final option is to simply press fire to cycle through your team members until you are happy with the person you currently control. There should be at least one control method to suit everybody.

In terms of tactics, you can choose what formation you want your players to compete in. This could range from being totally defensive to concentrating on a straightforward attacking strategy. As player and manager to a certain degree, the choice is yours.

Alan



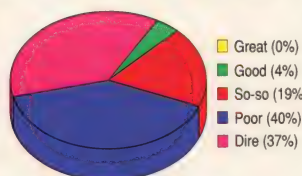
International Ice Hockey

I M P U L S E



You slip through your opponent's defence and slot the puck past the goalkeeper who crashes to the ground.

PUNTER-POWER™



GAME: INT. ICE HOCKEY
PRICE: £24.99

RATING=59%

Graphically, Ice Hockey is very uninspiring. Sound is also quite poor although what little speech there is isn't too bad. The players seem to slide along the ice realistically enough but the frames of animation are very restricted. Somehow, the speed of the puck doesn't seem quite right – it appears to gain momentum at times when it shouldn't. With the above flaws, the playability level is low and it's one of those games where the reset switch an inviting sight.

GAMEPLAY:

SOUND:

GRAPHICS:



TV publicity is very important to the sport of ice hockey. Star presenter, Tony Williams, offers a few digitised words to urge you along.

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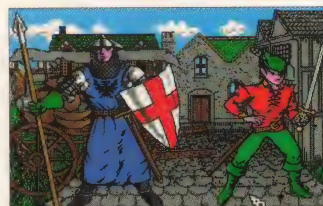
All you require extra is Talespin, a little imagination and do not need any programming knowledge!! Talespin's command structure is graphic-orientated hence this disk add-on. Your final program can run separately without the need of Talespin, and there are no royalties or copyright restrictions to worry about.

The Fantasy Graphics Disk can also be used with other systems such as STOS & STAC with the aid of screen-capturing devices (requires main Talespin program to run first).

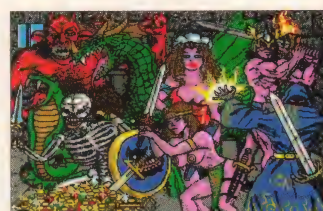
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Dungeons & Disk Drives

Eat your heart out peasants, because the Dungeon Crew is off on holiday. Just as soon as we finish this scroll the whole Crew is embarking for Teneriffe in The Canary Islands, for a leisurely week of sun-bathing, wine and hamburgers.

This month, news reached us that Tony Crowther's latest masterpiece was ready for viewing, so we stuck some mouse on the Troll's hair and boarded the Dungeon Bus for Mindscape.

The new game is called *Knightmare* and it is a licenced deal with the TV programme of the same name. Tony made it clear that he has not created a game just to fit in with a licence that was otherwise naff like so many other licenced deals. In this he has taken his prize-winning *Captive* game routines and expanded them to create a new 'Dungeons & Dragons' style game.

It again puts you in control of four heroes, picked from the standard Middle Earth races of Wizard, Adventurer, Elf and so on, and as with *Dungeon Master*, the game is stuffed with loads of weapons both magical and sharp! If there is one thing we can say about this boy, he does believe in giving value for money.

From what we saw he has attempted to cram a new novelty into every tiny corner of the game. Your character can even be left or right-handed. In addition to the standard, beard-singeing fireballs, there is also a branch of magic which can't hurt the enemy, but instead affects them in strange ways. For example you can cast spells which slow them down or confuse them.

As with *Dungeon Master*, there are teleports to whiz you around, and Springs of Life which can be used resurrect dead heroes. The weapons include all forms of swords and wands – plus a few wicked chainsaws! The



Knightmare is the latest game from the creator of Captive. It uses the familiar icon controls, but a new artist has been brought in to give a fresh look to the 3D view of Forests and Gnomes.

monsters have the ability to create more of their own kind, so get in and hack. Creepies such as Giant Spiders, Assassins, Hobgoblins, Witches and Tin Men wander the corridors so you'll have lots of butts to kick.

Split into different quests, the action takes place in four different scenarios. Instead of the same old corridors the gameplay wanders through forests, castles, across lakes and

even underwater – providing you've found the aqualung.

Although the final touches are now being applied the game won't be released until September, so remember to keep back some of your holiday money.

We get lots of letters from adventure fans asking where they can buy a hint book for a particular game. While we were playing games in Mindscape's offices, the Troll was rummaging around in their cupboards and he managed to unearth something we had never seen before.

He found three huge books crammed with solutions for nearly every known adventure. The books are called *Quest For Clues* (vols 1 to 3) and each has approximately 40 solutions plus full maps. The games are from every company including: Infocom, Sierra, Magnetic Scrolls, Electronic Arts and so on.

If you are interested, your local software dealer should be able to get them for you, but failing that contact Mindscape directly at: The



Keep your champion's feet dry by taking a boat trip around the dungeon. Look out for the Guides who will help you as well as the monsters who will thump you.



All aboard the Saucy Sue for jolly trips around the dungeon. The Ferryman doesn't appear to be here at the moment, but don't worry he'll appear when you least expect him.

Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. The books are large A4 size and they sell at £15 each.

The day after we return from our holiday, we will be visiting the European Trade Fair in London, (we'll be coming back early especially for it) so we'll have lots of news about all the new games to tell you about next month.



Stuck with Ultima V? Mindscape now supply fully illustrated hint books for all of this series of RPG games, as well as bumper solution books containing all the answers to approx 40 adventure games.

TROLL LETTERS

DISCOVER THE KEY TO ELVIRA'S MOAT

Thanks for your help with Elvira. It appears my timing was off. To kill the monster with your Crusader's Sword you need to time your blow exactly or else you are in deep trouble.

Now I'm really stuck and hope you can help me. I can only find one of the keys you mentioned in your reply, that being the one to the underwater iron grate that leads to the moat. Can you be more specific as to the location of the 'sixth' key?

I'm also having a lot of trouble getting out of the moat, all I seem able to do is swim around - I can't find the correct direction to exit. Do I need a rope? If so I am in trouble as I have flooded the Crypt and will need to start again.

As Rheumatics is a common problem in people such as yourself who live in damp environments (under Troll Bridges) I suggest you try Elvira's potion: Wooden Heart in Algae Sauce. It is meant to be a restorative and healing agent.

B. Jones, Lichfield

It gets very difficult helping humans when you have to decipher their problems from their letters. It's a bit like teaching brain surgery to a donkey by shouting instructions to it down a drainpipe.

As I'm not sure what keys you already have, it's a little difficult to tell you which one you still need to find. However here is a quick fix on where the keys are:

1. Inside a tin in the garden shed.
2. In the dumb waiter passage in the kitchen
3. In the Torture Chamber in the Dungeons. Pull the ring on the floor.
4. In the Catacombs you will find keys 4 and 5 once you have slain the rock-wielding monster.
5. In the Stables, (after you have disposed of the dog) there is another ring to pull which reveals the next key.
6. Dispose of the Gatekeeper then click on the Notice to find another.

Finally, (and I suspect this is the one you are looking for), the last key is in the possession of a Grey Knight who is to be found up in the

battlements. If you dispose of this character his body will do a 'Half twist with Pike' into the moat below. This is the reason you are now treading water. You need to find the Knight's body and retrieve the key.

TAKEN FOR A RIDE WITH GOLD RUSH'S MULE

Could you please help me with Sierra's Gold Rush? I have bought the mule and mining equipment, but can't get any further. I have tried to follow the mule, but it just says: 'Try that again somewhere near hear.' If I let the mule go I can't find it again. I have tried to buy a hint book, but none seems to be available. Is there a helpline I could phone if I get stuck again?

S. Todd, Fife

Aha! Another 'Neep-muncher' trying to hide his true home by only putting the postcode on the address - instead of writing Scotland!

"Well I will tell you this!" (I reckon I could fight Rab Nesbit with one hand tied behind my back!) As soon as I opened your envelope, I could smell the heather and the Haggis.

I see you are having troubles with donkeys as well as me. I don't understand why you can't find the donkey once you let him go. If you follow him as you are supposed to, why do you lose him? You don't have to use the mule to find your brother's house, it is just a little easier. Instead you can simply follow the river eastwards as far as possible and then head south. Your brother's shack is in the bottom-right of the forest.

Getting hints and solution books can be a problem for Sierra games at the moment as they are only getting re-established in Europe again after their former distributor (Activision) collapsed. Still that's what the Dungeon Crew is here for.

LOST YOUR CROWN IN CADAVER'S CAVERNS?

Being an avid reader of your musty corner, and having always made good use of your excellent tips, I have never had to write and shout 'Help' before.

Now I'm stuck in Cadaver and my question is: Where is the King's Crown? How do I get it and where do I use it?

Don't crush my faith in you.

M. Hufton, Notts

Where have you been for the last six months? Everybody else has finished Level

One. I'm always intrigued to get letters which say 'Where is the 'thingmy?' If you haven't found it, how do you know there is one to be found?

You wouldn't be reading other mags would you? (pause for low growl...)

To find the crown you must get yourself to the Royal Armoury in the King's Tomb where you must collect the Kings Armour (Bronze armour, Sword, Red Striped Shield, Bronze Helmet).

From there you exit south, then west into the Ante Room. Press the button on the wall and you will be transported into the King's Secret Treasury where you can collect the Crown, Coins and Charm.

I have spoken with the software house Mindscape and they inform me that they will shortly be releasing a new Cadaver Data Disk which will be full of new levels. This will be of no interest to you of course, because I doubt of you'll ever finish game one.

EXTRA POINTS FOR POLICE QUEST II

Here are a couple of tips which will get you extra points in Police Quest II.

When you go scuba-diving, before rushing off to find the body which is wedged in the rocks, spend a little time searching the river bed on the first screen. Here there is an officer's badge which will give extra points if you pick it up.

When you are in the cafe with Marie, give her a rose (which you buy at the airport) then kiss her like mad. This is worth four points.

N. Barraclough, Cheshire

You mean you went to all of the trouble of buying her a rose, then spent a fortune in gold by taking her to a fancy restaurant - and all you got out of it was four points. I think you are dating the wrong sort of girl.

I think I should send you 'The Troll's Book of Lounge-Lizardry'. Perhaps you should write and ask Evil Edna for a date. You'd be surprised what you'd get if you kissed her!

DIABOLICAL TROUBLES WITH THE DEMON DIRECTORY

I need help with Chaos Strikes back. I seem to have done everything in The Diabolical Demon Level, but I can't progress any further.

Lee Tattersall, Lancashire

As you don't tell me what you've done I can't



Elvira's Stables contain more than you think. Search carefully for the key to success, but don't forget to wash your hands afterwards!

easily tell you what else needs doing. The big trick to realise is that you must get one of the demons to stand on the pressure pad in front of the Fighter's Charge inscription.

Once this happens, the pit which leads south will close. If the pit to the right of the inscription is open, preventing the Demons from crossing, you will need to close it. Fight your way through the black fire monsters and get upstairs. Dropping down the illusion pits will get you to the lower level at the eastern side of the open pit.

This can be closed by standing on the correct pressure pad. Exiting the Directory and returning will generate more Demons who can then be lured towards you to stand on the pad. On the other side of the pit is a portcullis which the 'open door' spell will raise.

If you are really stuck with this game, Mirrosoft sells a brilliant Adventurer's Handbook with complete maps and solutions, which would answer all your questions. Remember it is possible to complete this game without solving all the puzzles, so it might be worth getting the book to help you access those areas you may have missed.

BUILDING UP YOUR GOLD POUCH WITH CAPTIVE

I've been playing Captive for a couple of months now and I have reached Mission 6 - Level 5.

My conclusion is that I cannot finish this level without your help. I need the clipboards 24170 or 34226 to proceed.

Per Brinck, Sweden

Give me a break! Mission 6, what are you, super-human? Well the bad news is that I consulted my utility which spews out the clipboards and I cannot find any of those numbers on this level.

I looked at the nearby levels as well, but still no luck. Do you mean that you really have been through six full missions? I suggest you go and find something else to do - your brain needs a rest.

Now here are a couple of tips for those humans who have more modest problems. I feature of the game (a 'feature' is the polite expression for a small cockup on the part of the programmer) is that if you exit a base without blowing it up, leave the planet and then land again, all the monsters in the base will be regenerated.

This means that if you pick one of the early, easy planets you can return quite a few



A 'Huddle' of monsters awaits you within the Chaos Dungeon. Check out the Troll's latest words of wisdom with this cracking game.

times and build up your experience and gold by kicking easy monsters. When you realise that on the very first level you can continually return to pick up and sell the message which has been left for you in the entry passage, money comes a bit easier.

MATCH THE PRINTS, FOR SUCCESS IN STEALTH

I have only just become a computer owner and this month I started to read ST Action and found it very enjoyable. I have started two games, but I'm stuck in both.

In Operation Stealth I have made it through the second set of mazes, 'operated' the soldier and tied him up. I collected many things and have come at last to the Security Door. Whatever I do I can't open it.

In Future Wars I can get as far as the secret room and it seems as if the only thing I can do is operate the machine, but every time I do that an alarm goes off and I get shot. Do you know any hints?

M. Miller, Sussex

Do I know any hints? 'Do bears crap in the woods!' You certainly are new to computing or else you'd know that I know everything!

The Security door needs the correct fingerprints to open it. You can get a dummy set of prints by taking the glass from the room with the soldier in it. Then remove the tobacco from the cigarette and use the paper to lift the prints from the glass.

The thing that looks like a big Xerox machine in the secret room is the Time Travel device. To its right is a large white circle on the floor. Operate the machine, grab the document, then hustle your butt over to the white circle for a quick thrill.

LOOKING FOR A GUILD IN SIERRA'S HERO'S QUEST

Please help me with Sierra's Hero's Quest adventure. I am in the graveyard at night looking for the Guild. Can you tell me how to find it and which grave to look under?

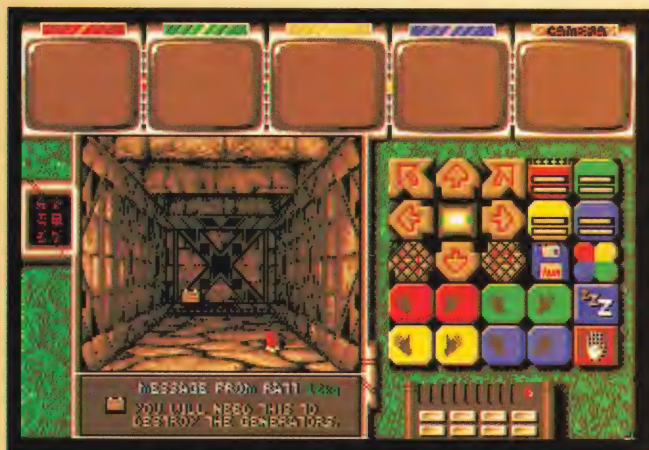
Dominic Burghuber, Croydon

Hero's Quest is a great game. Out of the latest batch of the new-style Sierra games it's the only one that I think is worthwhile. Because you can play the game as one of three different characters there are many ways to solve it.

As I played this game as a great fighter (let's face it, if you've got it - flaunt it) I'm not sure if you are asking a perfectly reasonable question, OR you are just another bewildered plonker.

As far as I know, you should only be in the graveyard at midnight looking for Mandrake Root. And that's what the witch Baba Yaga asked you to get for her.

Now if you are playing this game as a thief (which is quite possible as all human beings are basically thieving sons of bitches) there is a secret Thieves Guild to be found.



Don't be in a hurry to leave the easy stages of Captive. These clipboards can be endlessly re-cycled into solid gold if you play your cards right.



An interest in the scientific properties of rare metals could provide the essential clue you need to solve one of Uninvited's tricky little problems.

I don't know exactly where to find it, but according to my infallible book of magic you can find its location by going up to the big goon in the tavern and saying 'SCHWEIN-HUND'. If 'you' are lucky he will reveal the location. If 'I' am lucky he'll give you a smack in the mouth.

UNINVITED'S - KEY TO SUCCESS

I've been playing Uninvited for months Wartyness, and I'm getting nowhere.

How do I solve the riddle of the scroll which says: Gold, Silver and Mercury, together they form a key? Finally what creature has to be caught in the cage?

Mandy Mason, Devon

In the Study there are some scientific cards which concern the atomic construction of elements. Its this which gives you the combination for the safe in the Laboratory. If you use the data for the three elements (in the correct order) you'll get that safe open.

The animal you want to catch in the cage is a bird.

FUN THINGS TO TRY IN THE KINGS QUEST SERIES

I am currently bashing my brains out with the Kings Quest series 1-3. In Kings Quest 2 I have reached the Quartz Tower and climbed the stairs. I fed some ham to the lion and then I went in and found Valanice. I've tried and tried to get her out of the tower but to no avail. How do I get her out?

In KQ 3, how do you cast a spell? I've found the wand, some rose petal essence, saffron and an eagle's feather. I typed out the instructions in the spell book, but it just says, 'How can you do that?'

Aaargh!! Please help 'cos I'm going bonkers.

Ferhaan Mahmood, Luton

Did you kiss her? After all you've been through, you certainly deserve it. Not that I can see why anyone would want to kiss a squashy, pink human, but the game seems to expect that you'd like to. Once you've done that, there is only one thing left to do. SAY HOME.

As you have practically finished this game, here are some 'funnies' you can try.

Kiss Hagatha. Ask 'What is Graham's last name?'. Walk into the waterfall on the strange beach. Talk to the seahorse. Open the nightingale's cage. Drink from the Poisoned Lake. Kill the lion with the magic sword.

To make spells in KQ III you must use the wizard's spell book in his secret laboratory. Have you opened the book at the page number which corresponds to the number in your own book which comes with the game? The pages are numbered with roman numerals. Type the command 'Turn to page III' for example.

THERE IS NOTHING LIKE A DAME, TILL YOU CAN'T GET RID

Lend me a hand with Sierra's Police Quest. I have gone to the hotel disguised as a pimp and arranged a gambling session with the bartender.

He said to come back later once I have got rid of the hooker (Sweet Cheeks). The thing is I can't get rid of her. I have tried leaving her in my hotel room, but she is too scared to stay by herself.

Have you played Omnicrom Conspiracy?



The Troll has had enough of answering tough questions with this tough game. Take a look at this month's special offer and get the final solution to all your Legend of the Sword problems.

It seems to me to be a poor quality rip-off of various Sierra games. The only decent thing about it is the opening music. I got so bored waiting for it to load sprites every couple of seconds that I banished it to the circular filing cabinet after a few hours.

A. Brown, Walsall

So you can't get rid of a woman. This news will be extremely upsetting to Mitch - because he can't get one. What you must do is, call her a taxi. She'll probably be so offended at being called one of those that she'll go away.

The best way to do this is phone 411 (which is the American Enquiries) the simply say TAXI.

I can't understand why you didn't like Omnicrom, it had a really flash advert in all of the magazines. After all isn't that what makes humans buy software? 5 Billion Teenage Mutant Plonkers can't all be wrong.

NO ANSWER FOR CODENAME ICEMAN

I hope you can help me with my problems in Codename Iceman.

I've bedded the lady spy and found the tape in the earring. I've tried phoning the telephone numbers in my black book (and the one on the poster), but nobody answers.

Please answer this question or I will kill you then kill myself afterwards.

Mark Dillon, Glasgow

You will kill me, then kill yourself afterwards? Well at least you've managed to get it in the right order for a change. I saw one Scotsman trying to commit suicide by hanging from a tree with a rope around his chest. When I suggested that the rope should be round his neck, he said that it was more comfortable his way.

I suspect you are not playing this grate game, (yes I did spell it right) in the right order. If you don't you'll get problems. Before you try phoning anyone on the second day, I suggest you leave your beach house and plod, (and I do mean plod) down to the club house.

Buy a newspaper, go inside and talk to

the girl. She will give you a message. Now try phoning.

LARRY 2 - ALL DRESSED UP AND NOWHERE TO GO.

My problem with Leisure Suit Larry II is that after I finish the Quiz Show at the TV Studios I don't know what to do.

A. Alzarion, East Croydon

So you've managed to win a luxury cruise with a gorgeous girl, plus a million dollar note and you're still complaining. All you need do now is buy a few things for your trip and find your passport. Of course before you can buy anything, you'll need to get change of that million dollar note. I suggest you pay a trip to the Italian shop - Molto Lira.

LEGEND OF THE SWORD - FINAL OFFER

I am stuck in the the Troll's Lair in the Legend of The Sword. There is a cell with an old man inside, but how do I open the door? There are also some gates nearby, how do I open them?

R. Andrews, Bristol

Right this is my final offer to you weary Legend hackers. Normally we do not supply complete solutions to games (so don't bother writing to ask for one), but in this case, anyone who wants the complete solution should send a blank, formatted disk with a Stamped Addressed Envelope and I will provide it.

And now stand back. I've packed my shorts and I'm fit to hit the Octopus Water Park in Tenerife. A week of sliding down water chutes and bombing pink, squidgy humans. Eeehaw!!

Send your mail, with an S.A.E. to:

**HIS WARTYNESS THE TROLL
C/O THE DUNGEON,
29, BLACKTHORN DRIVE,
LARKFIELD,
AYLESFORD,
KENT ME20**



Anne



Dick



George



Julian



Timmy



The Famous Five: Five on a Treasure Island

ENIGMA VARIATIONS

Hurrah! School holidays are here and Julian, Dick and Anne are off for a rather jolly good time in the village of Kirrin. Once there, they will meet Aunt Fanny who has kindly offered them a place to live with herself and Uncle Quentin for the weeks ahead.

However, Aunt Fanny's daughter is rather displeased at having a bunch of poncey prats interrupting her own plans, and will give the trio of toffs a hard time until they please her in some way.

You can take the role of any of the five main characters (the fifth being Timmy, Georgina's dog whose response to your commands are always 'Woof! Woof!' or a shade more adventurous 'Woof! Woof! Woof!'). As a text and graphic adventure, commands are entered via the keyboard in the traditional adventuring sense. There are the usual Get, Push, Pull, Examine, plus all compass directions and so forth.

You will have to swap between characters regularly as some people are more suited than others to certain situations. Julian's supposedly the most intelligent, Dick needs no explanation, Anne is the typical starring female who has her eyes set upon the strong male (Julian), except in this case, snogging and sex are strictly prohibited! As for Georgina, she thinks she's a boy while Timmy looks upon the lot of them with utter amazement. Call me condescending but I tell you, this bunch defy belief – controlling the dog is a relief!

Anyway, the object of the game is to befriend Georgina, or George as she likes to be called, and to then discover the secret of Kirrin Island which is situated in the bay opposite where you're staying. What is the secret? It's something to do with buried treasure. If you want more details, write to Paul because he's

an avid reader of the books and has the TV series taped and locked away in a reinforced bank vault for safety...or so the rumour goes.



Each character can be ordered about individually, meaning Julian could be stood at the train station, while Dick and Anne are in the tool shed and George is busy drinking pints at the local. Actually, George is more likely to be sipping ginger beer at the nearby grocery store. Yes, big butch George is a real raver with a few ginger beers poured down her gullet!

Alan



Quentin's study is kept clean and tidy. The walls are lined with scientific books that only he could possibly understand. Perhaps you should be elsewhere as you don't want to anger Quentin for he has a terrible temper.

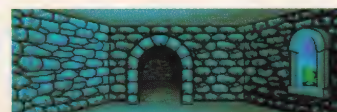


Quite in contrast with the rest of the house, the attic is extremely dusty. If it were to be thoroughly cleaned, it could make a spiffing place to meet and have fun in. Oh, isn't having adventures just fantastic?

SUN, SURF AND SAND ON KIRRIN ISLAND



The tower is a terrific building and overlooks the rest of the island. Rather unfortunately, it's not safe to ascend to the top. What rotten luck!



What a gorgeous room. Look at the brickwork and large fireplace. This seems a good place to shelter as the rain has begun to fall outside.

WHAT A JOLLY QUAINCOTTAGE

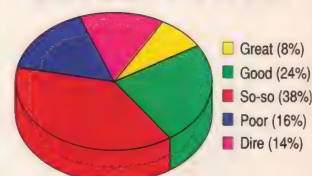


Disk Tools Graphics People Complete : 888%

You go West.

You are in the front garden of Kirrin Cottage which is gay with many flowers. The cottage is not really a cottage at all, but rather a large house built of old white stone with roses climbing at the front. A path leads Southwest to the back garden. The narrow MORE...

PUNTER-POWER™



GAME: THE FAMOUS FIVE
PRICE: £24.99

With puzzles and problems suitable for all ages, Famous Five is a surprising pleasure to play. Not all locations have graphics, but pictures are frequent and they are colourful and clear. Commands aren't complicated and interaction with the characters is simple and effective to do. It seems the traditional adventuring game of half text, half graphics, with simple instructions input via the keyboard, is making a comeback!

GAMEPLAY:

SOUND:

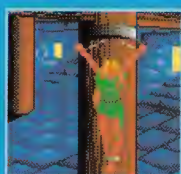
GRAPHICS:

RATING=79%

THE STORY BEHIND YOUR NEXT DANGEROUS MISSION



This eerie castle is your destination.



You must rescue the beautiful princes.



The host appears and speaks to her.



He tells of her impending doom.



Who is this. What force has arrived?



It is Calumn the Mighty with his axe.



Calumn bravely rescues the girl.

Hordes of battle-scarred warriors arrived at the castle on this cold, bitter, mist-filled morning. The kingdom was in turmoil, the population filled with distress. The King's daughter, the vivacious Lady Charlotte, had been kidnapped by a force unknown. The kingdom was crying out for a hero.

That hero arrived in the form of Calumn the Mighty, a fearless, courageous and totally ruthless warrior from the lands of hate. Calumn bravely fought his way across the land to meet the horrific Golem in neutral territory, to begin the final battle from which he was to emerge victorious.

Lady Charlotte has been returned to the King, but Calumn has still to defeat the malevolent Golem in his lair – the Temple of Pain. The temple lies far to the North of the City, but first Calumn must battle his way

Battle Bound

O N - L I N E

through the Great Plains and the Bridge of Fire before he finally reaches the Land of the Golem.

You take the role of the mighty Calumn in his attempt to rid the world of the evil Golem. You must battle your way through the three horizontally scrolling levels, tackling the various monsters that bar your way to the final confrontation with the malevolent Golem.

The Graveyard of the Beast is the first, and easiest, of the three levels. Lying within the deadly dunes of the Great Plains, this region is inhabited by fierce and barbaric Nomads. Rarely settling, and only upon the slaying of a dragon, they pitch camp and the carcass

is stripped by the entire Nomad tribe. The camp is surrounded by quicksand, so you must tread carefully!

After passing through the Plains, you come across a great river that seems impassable apart from a bridge which glows with the fire of a thousand flames. Volcanoes erupt, filling the sky with a brightness unseen by human eyes – you must cross the Bridge of Fire. Bands of vicious Dragon men will try to halt your progress, while you try to avoid the pits of skin-dissolving acid and the volcanic fire showers.

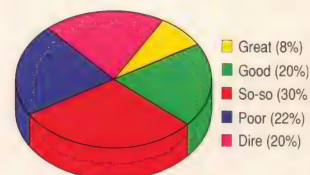
You cross the bridge and must face the final challenge of the Golem in his lair – The Temple of Pain. The

insides of the temple are a secret, but rest assured, it won't be an easy task. The temple will be packed full of guards, and you must defeat them all before you can unravel the secrets of the Golem himself.

Spells are also at your disposal. Collect the tokens to advance to the chosen spell.

Jason

PUNTER-POWER™



GAME: BATTLE BOUND
PRICE: £ 24.95

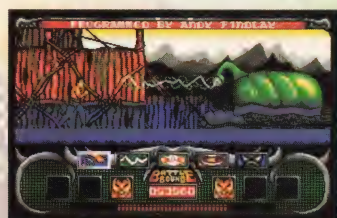
Battle Bound is a game that requires little thought or brainpower. Your aim is to walk along the levels and kill anything in sight. The graphics are nice and colourful and add to the feel of the game. Unfortunately, the animation is not quite up to par and this gives an impression of unreality. Sound is nothing to write home about – the annoying footsteps of your character and the thud of your axe are the only noises audible above the monotonous in-game music. Overall, not an original game, but one that will please the mindless army of beat'em-up fans out there.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=64%



The first level is set in the Great Plains. To gain extra magic powers, you must destroy the slug.



The end of level one is guarded by a huge, watery creature. You must shoot it several times in the head to kill it.



Level two takes place on the Bridge of Fire, you must fight your way past the hordes of Dragon men that inhabit it.

This is Calumn the Mighty. You must control him over the three levels and lead him to victory.

You must walk along the level and battle your way through to the end. Beware the Golem who awaits you!

Your lives are displayed in these boxes. You start the game with six and can gain extras by picking up tokens.

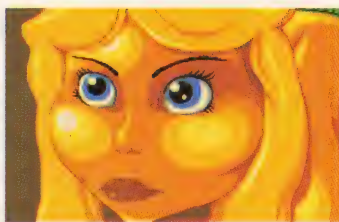
Collecting these tokens will award you with special powers for a limited amount of time.

Your special weapons bar. When you collect a token, it will advance by one until you select a particular weapon or shield.

This bar depletes your energy. It will start to deplete as you are hit. When it has totally disappeared, you lose a life.



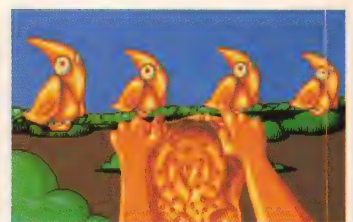
The one and only Chuck Rock prepares to watch the afternoon's Footy game and settles down with a few lagers.



The delectable Ophelia on the other hand has to do the day's chores. It's time to hang out that washing!



But what's this? Gary Gritter, the local weirdo has arrived. And he's got his eyes on Chuck's wife.



Ophelia hangs out the washing Flintstone style with the little birds acting as the clothes pegs.



Chuck Rock is a little on the athletic side. You can make him leap and bound across chasms of all widths.



This little monster will damage you if it comes into contact with you. Extra energy can be found lying around the levels.

Chuck Rock

C O R E D E S I G N

You know how it is when you just want to slouch down in front of the TV with a nice can of beer and watch the footy (or Neighbours). Chuck does, because that's all he ever does.

He is the original cave-man slob, who likes nothing better than putting his feet up and leaving his rather masculine wife Ophelia to do the daily chores like feeding the dinosaurs and hanging out the washing.

The perfect life some of you may well think. But unbeknown to Chuck, his life is about to change in a very big way. Ophelia has just finished going through the rigorous daily washing routine – those leaf loin-cloths just don't seem to come up as well with this new powder.

It's now time to introduce a new

character into this happy stone-age gathering. He is the evil Gary Gritter, a long-time admirer of Ophelia, and he's decided that he wants a new woman. With typical primitive style, a quick wallop over the head of this teasing temptress with his large club and she's off into the land of dreams. Gary then drags his new cave-mate off into the undergrowth to her new home.

Startled by the happenings outside his cave, Chuck picks himself up from his comfortable armchair to do a little investigation. Quickly realising that he has no clothes on (Ophelia had just been washing his only decent loin-cloth!), he covers his considerable pride with his hands and steps into the sunlight.

Chuck is shocked to find that Ophelia has gone, leaving behind a pile of crumpled

washing and fresh dirt tracks where his she was dragged away. Realising he can't go and rescue her in his current state of undress, Chuck dives for cover behind a bush and rustles up a quick costume of designer leaf and twig undies.

Dressed for the occasion, Chuck can now set out on his quest to get his wife back from the evil clutches of Gary Gritter, who is obviously intent on keeping his new prize.

You must take control of the big and butch Chuck Rock and find your wife – Ophelia, rescue her and give Gary Gritter a severe battering with your large stick to teach him a lesson.

As you may have noticed, you have a fine beer-gut and this is your main weapon. You have Paunch-Power! On encountering enemies on the level you can choose to either kick them or belly-butt them out of

the way.

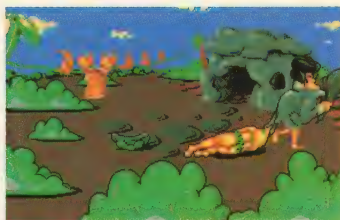
Your other main assets in the game can be found lying around and these are the big boulders that can be picked up and used in many different ways. If you find yourself in a tricky situation, faced with loads of nasties, a quick rock in their face will usually do the trick.

The stones can also be picked up and carried to various places on the level where they can be deposited to act as steps so that you can then reach otherwise inaccessible sections of the game. This brings a certain puzzle element to bits of the levels and you have to think about where to dump your rocks in order to progress.

In other sections you're going to have to travel underwater on a little swimming expedition. As athletic as



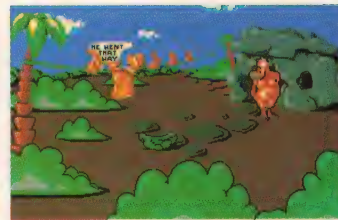
Gary spots his chance to beat Ophelia over the head and claim her for his own mate. Isn't love wonderful?



With one quick bang Gary has Ophelia completely under his control and proceeds to drag her into the bushes.



Chuck hears the commotion outside and decides to investigate. He is puzzled to find his beloved is missing.



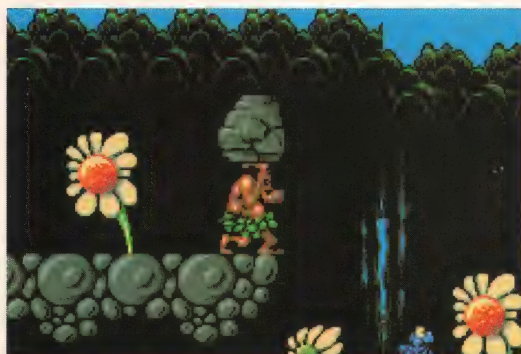
Doing his best to maintain his pride, Chuck must dash off into the undergrowth and rescue his sweetheart.



You can get rides off the friendly dinosaurs too. Here you sail across a river on the back of a big man-eating monster.



Coming into contact with the monsters will reduce your life-force, shown by the size of your heart in the panel below the main screen.



You can carry the boulders around with you to use as weapons and protection from falling rocks.



Another one of your dinosaur friends gives you a helping hand by carrying you across a large chasm.



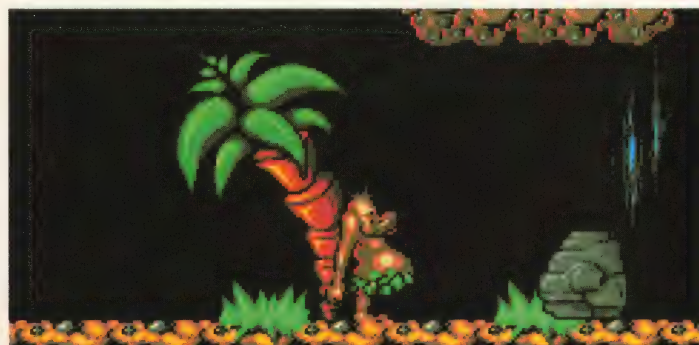
you may be, you won't be able to breathe underwater for ever. You can see just how close your lungs are to exploding by the picture of Chuck's face under the main screen. When the face begins to turn blue your energy will begin to go down. This problem can be rectified by popping your head out of the water for a quick breath of air.



Don't forget you can play a whole exclusive level of Chuck Rock on the Coverdisk courtesy of ST Action and Core Design. **Paul**

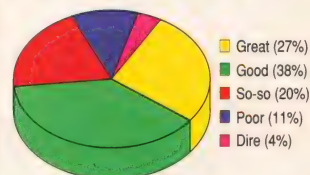


All the boulders can be shifted around to enable you to get to the parts of the screen you couldn't otherwise get to.



Here you demonstrate your belly-bashing capabilities. Paunch-Power is definitely here to stay.

PUNTER-POWER™



GAME: CHUCK ROCK
PRICE: £24.99

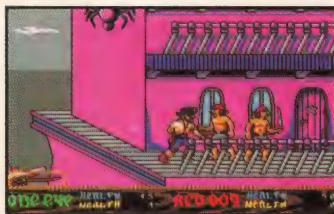
From the moment you watch Chuck Rock's introduction sequence, you know that this product is going to be a bit special. The originality of the plot, the excellent graphics and totally addictive gameplay make this game a very classy and polished product. True it's a platform game and therefore probably won't appeal to everybody, but that's a real shame. In-game graphics are excellent and scrolling is nice and smooth. Core have got a really addictive piece of software on their hands here and deserve the success that this should give them.

GAMEPLAY: [Progress bar]
SOUND: [Progress bar]
GRAPHICS: [Progress bar]

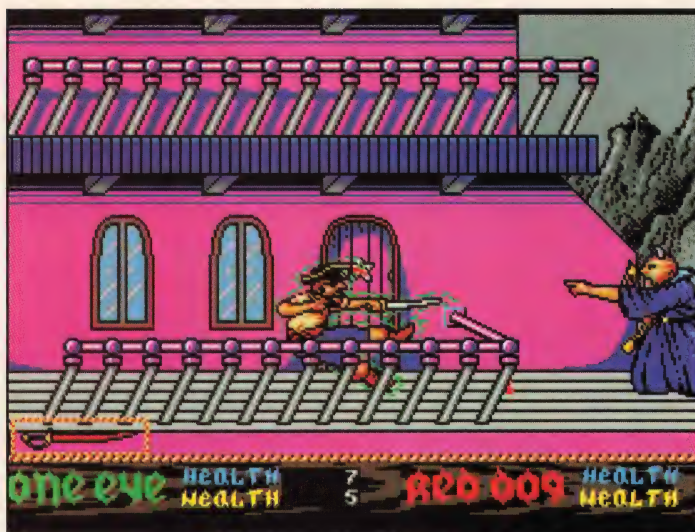
RATING=88%



Starting off in the game sees you fighting off the two pirates that are on your ship.



Having boarded the Sorcerer's ship, you must now despatch your enemies before they get you.



The Sorcerer laughs and blasts you off his vessel before stealing all your treasure and making his escape.



Off you sail on your quest to get your booty back. In front of you are eight arduous levels to battle through.



Having been totally hacked to pieces, you slump to your knees spouting blood from your many wounds.

Skull And Crossbones

D O M A R K

Do you remember when you were but a little child and you used to spend hours in front of the telly watching Captain Pugwash? Now you get your chance to set sail with Domark's new tale of mutiny and skulduggery on the high seas.

You can choose to play Skull and Crossbones by yourself or with a pirate pal with one of you taking the role of One Eye and the other controlling the equally evil Red Dog as you try to take them through the eight increasingly difficult levels in the quest for treasure.

Unfortunately, your treasure has recently become the prized possession of the Evil Sorcerer, who used his magical prowess to capture your ill-gotten gains. Therefore you must battle your way through his evil minions to get back what is now rightfully yours.

Control is the same for both players and involves you killing your opponents with your trusty

cutlass. They, naturally enough, fight back and can inflict the odd nasty wound with their own weapons. Get hit enough times and you will collapse to the floor, with blood spurting from your body and one of your precious lives will be lost.

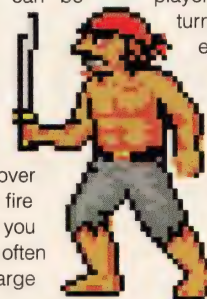
More often than not you'll find yourself confronted by more than one enemy and you'll have to quickly slash your way through them before they can all get to you. It usually only takes one good blow to kill off your opponents and they will then explode into a puff of smoke, leaving you to tackle the other remaining bad guys.

When you get to the end of a level you then have to defeat one of the Sorcerer's most faithful henchmen, which in itself is no easy task. If you manage to despatch him, you can then get your hands on the prize treasure of that domain and accumulate loads of money.

Game points are scored in Wealth and the object of the game (other than

actually getting your treasure back) is to accumulate as much Wealth as possible. This is done by killing the other pirates, who will then leave behind a coin which can be picked up.

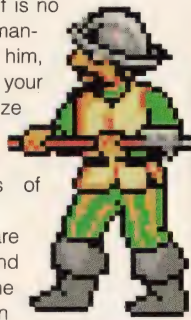
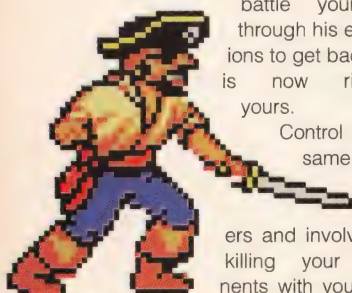
Also lying around the level are small skull and crossbones symbols which mark the spot of buried treasure. By moving over these and pressing the fire button on your joystick you can dig these up. More often than not these reveal large



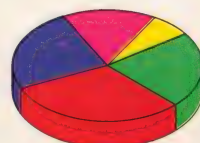
bonuses and are a very good way to get your Wealth up.

The game can be made more enjoyable by introducing the two-player aspect. With two-player mode turned on, you and a friend can each take control of a pirate (either the outlandish One Eye or the reckless Red Dog) and battle to get the most Wealth. Alternatively you can choose to help each other out as completing the task will obviously be easier with a little co-operative piracy.

Paul



PUNTER-POWER™

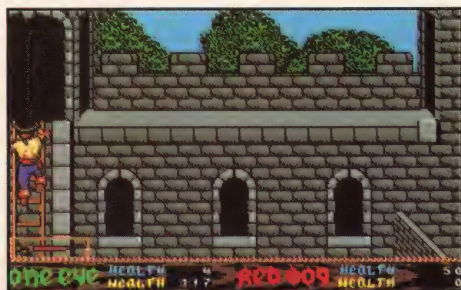


GAME: SKULL & CROSSBONES
PRICE: £24.99

RATING=71%

Skull and Crossbones has very colourful, well-drawn graphics and competent sound. Unfortunately, your character is slightly too sluggish and the other pirates are difficult to hit at first. The biggest problem is the speed at which you lose your lives - those health points don't last very long! However, the game is quite addictive and fun to play, especially in two-player mode. It may not be the best game you've ever played, but it won't be the worst.

GAMEPLAY: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
SOUND: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
GRAPHICS: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐



Your pirate can go up and down ladders as well as walk around giving access to other parts of the levels.



Clambering from one castle tower to another, you must use this rope to get across the chasm.



At your disposal you have a number of different strokes such as the downward defensive thrust!



Passing an exam . . . applying for a job . . . whatever you want to do in life you need to be able to **SPELL!**

There's mounting alarm about the appalling standards of spelling among Britain's schoolchildren. MPs, teachers, parents and employers are all stressing the vital importance of being able to spell correctly.

Yet most homes have what could be the ideal means of teaching spelling – the computer.

Instead of zapping aliens it could be turned into the best weapon of all to deal a body blow to bad spelling. With the help of a brilliant new software package that not only makes practising spelling painless but also loads of fun as well.

SPELL! is unique. It lets the user learn at his or her own pace. They can take as long as they like – or take on the computer in a high-speed challenge!

And this one package is ideal for everyone – with the lowest age group suitable for under-5s, while the more advanced words will stretch even the most able students.

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FIVE ways to improve your spelling

In a Flash: Read the word as it flashes on the screen, then type it in. For practice runs, the word is left on the screen as it is typed.

Rocket: Hidden words have to be discovered in this hi-tech version of the old favourite Hangman. If they are guessed correctly the rocket will blast-off. Fail and all that's left is a load of scrap.

Lunar Buggy: Type fast for fun. The aim is to key in the word as it's pulled across the screen by the buggy. It has to be completed before the letters drop down a crater.

All Mixed Up: Jumbled letters have to be sorted out to find the scrambled word. To help beginners – and anyone else who is stuck – clues can be obtained at the press of a key.

Conveyor Belt: Words pass by on the screen and have to be remembered. Then they must be typed in – spelt correctly. This is a challenging test of both spelling and memory.

All the programs have several options for extra flexibility – like a timer with on/off option to add that extra challenge.

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- FOR AGES 5 TO 15

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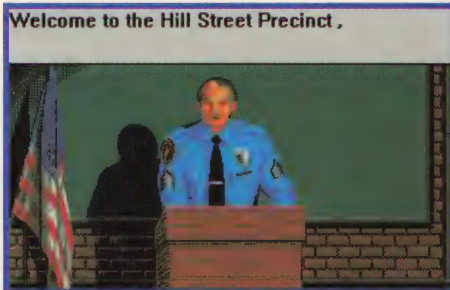
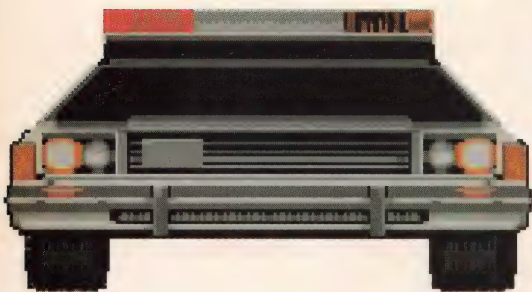
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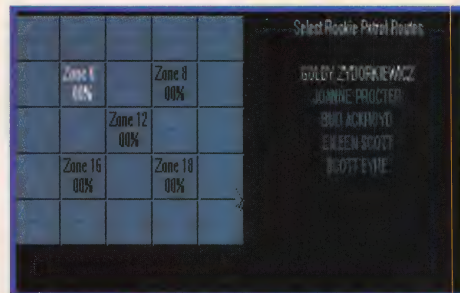
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CRUISING THE STREETS, CRUSHING THE CRIME



It's roll call and the sergeant briefs the squad on the objectives of the day. Basically, to prevent crime!



Allocate various regions for the rookies to patrol. You may need to call upon them later for assistance.



A report of a mugging comes over the radio. Your officer races to his car, intent on getting to the crime's location quickly.



The streets are busy as he drives to the electrical store where the crime took place. The siren will aid progress through the busy streets.



The scene of the crime. In his enthusiasm to get the job done, your officer draws his gun and accidentally shoot a comrade.

Hill Street Blues

K R I S A L I S

It may as well say it now rather than later: "Let's be careful out there." It had to be said so now it's done. In fact, many of the characteristics of the TV series have been incorporated into the computer version which is pleasing to realise. There have been a lot of film conversions that haven't really captured the atmosphere of the film they've been taken from.

The Hill Street Blues computer game is totally icon-driven with you controlling everything by moving the mouse. There's no 3-D shoot-out scenes or beating-up anybody you may suddenly take a dislike to. The

game has to be played strategically, with you handling how the city's police force is run.

At your disposal are a number of officers who you can relate to by looking at their names and digitised faces. Almost all the cops are recognisable as being from the TV programme. Clicking on an officer will place you in control of his movements and actions.

By patrolling areas in the most efficient way possible, and by answering reports of crime from your HQ, you must find and apprehend criminals and thus bring down the crime rate. This, in turn, boosts your

station's popularity and keeps you in your job! Fail in your quest for a crime-free society and the public will oust you from your position of authority.

Answer calls of crime by accessing a map and then ordering units to go and investigate. Hassle members of the public and use their description to see if you can match them with law-breakers in your crime files. Back-up can be called for if necessary, while coroners may be required later to ascertain details of murdered victims. Wounded can be tended to at the scene by paramedics once they are summoned by radio.

You can order officers to caution, arrest or shoot suspects, but be warned, shoot-outs aren't liked by the voters. Establishing road blocks is fine provided you don't cause heavy traffic jams, as again, these aren't popular. So you see, in attempting to provide the best possible service to the public, you can quite easily anger them.

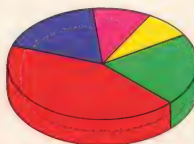
What can be regarded as a nice touch to the game is that you don't finish dealing with a suspect once you have arrested and taken them into custody. Instead, you have to go on that one last stage - the court-

room! Here, you have to make a positive identification of the suspect by clicking on his portrait amid a number of other shady looking characters.

Even if you do identify the criminal, the jury has to decide on the final verdict. Guilty means the suspect is locked away and your crime figures improve, but a verdict of not guilty means the prisoner is released and cannot be touched unless he or she commits another offence.

As you can probably gather, the life of the men in blue is not one for the ordinary person on the street. They have to be tough, resourceful and proud of who they are. Have you got the qualities it takes to clean up the streets? **Alan**

PUNTER-POWER™



GAME: HILL STREET BLUES
PRICE: £25.53

RATING=78%

The atmosphere of the TV programme is certainly present particularly with scenes such as the roll call. Although some of the graphics are not particularly interesting, they are adequate. Sound isn't too inspiring but again is adequate. The challenge of the game is, without question, enough to bring you back for more. A couple of problems are familiarity with the controls, and the tendency for characters to take long routes which can be frustrating.

GAMEPLAY:
SOUND:
GRAPHICS:



When constructing roadblocks, ensure you don't create them like this - it's causing utter chaos and the public won't be happy!

ICONS



Move towards suspect.



Call for police back-up.



Get into your squad car.



Call for the corner.



Give suspect's details to Head-quarters.



Arrest or shoot suspect you have approached.



Go to specific destination.



Access map of city.

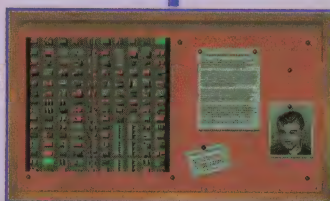


Control direction of officer.



Go to captain's office.

IN THE CAPTAIN'S OFFICE



A map of the town displaying the movements of all your officers.

Body count: 0
Wounded reported: 0
Crimes Available: 3
Solved Crimes: 0
Efficiency: 0%
Popularity: Very good



Crime figures aren't that good. They'll need to improve and soon.

Crime : 1 of 1
Victim : LYONS, ETHEL
Location : Railway storage buildings
Crime : Bag Snatching
Date : MON, JUN 22
Time : 07:32
Description of Assailant

No Associated Crimes found !!

Crime files give you important information concerning suspects.

BECOMING STREETWISE



Look out for pedestrians as you never know who is guilty of a crime. Approach them for proper identification.

You patrol the streets, waiting for a crime to be reported over the radio.

The central freeway is the most accessible way for you to drive to all the urban regions.

Once a respectable residential area, crime is now rife in the streets. It is your team who must clean the area up.

Activate your siren to bypass innocent drivers quickly.

The whole feeling is one of realism. People even use zebra crossings.

DALEY THOMPSON'S OLYMPIC CHALLENGE

HIT SQUAD

£7.99

Years and years ago there was a joystick waggling bonanza called Daley Thompson's Decathlon. Then, along came the 16 bit machines and out came DT's Olympic Challenge. This was acclaimed as being the most gruelling game ever, and you can sure that you're going to have to sweat if you're to win at this one.

To start off with you must go into the gym and build up enough strength (measured in cans of Lucozade). This is achieved by weight training and pumping iron for a couple of minutes (and yes you do have to keep waggling the joystick for that period of time!).

Once training has been completed you have to select the shoes you will wear for the next event. Make the wrong choice and your performance will be dramatically reduced and you may find yourself being booted out of the competition.



ACTION ANALYSIS

Daley Thompson's Decathlon was a really good game on the 8-bits and Ocean improved it dramatically with this new version. The graphics and sound were completely changed so that digitised animation of Daley could be included.

70%

Enjoyability rating

7/10

Value for money

GARY LINEKER'S HOT-SHOT KIXX

£7.99

One of Kixx's latest budget releases is (not surprisingly) a footy game, endorsed by no less than the England captain himself. You play in a full 11-a-side game complete with all the usual features such as sliding tackles, corners, fouls and so on. There's even a ref who wanders round sending people off if they get over-enthusiastic.

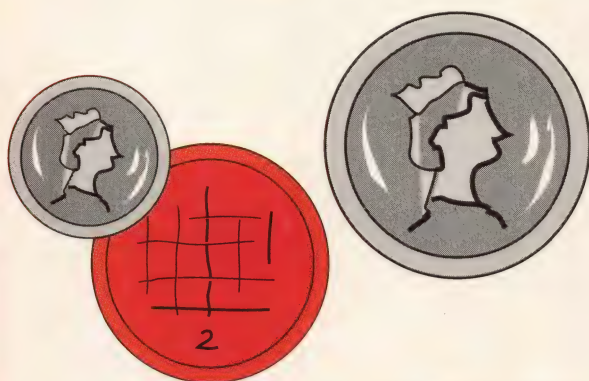
The game can be played either with a one or two player option so you can get some satisfaction out of whipping one of your friends senseless too.

Control is by the joystick with the shot-power being controlled by the time you keep the firebutton pressed down. This is displayed on a small meter that appears at the bottom of the screen to show the strength of the shot.

A whole host of other features are included, for example the team strips can be changed to a colour of your choosing.

Gary Lineker's Hot Shot is a nice little soccer game, that certainly isn't the worst one around, and is definitely worth a look.

Budget



OPERATION WOLF

HIT SQUAD

£7.99

This conversion of the hugely popular coin-op (hugely popular because of the large UZI machine gun bolted to the cabinet) was pretty popular when it first came out on the home computers. Our very own Dotty was one of the Ocean playtesters who helped bring you the game when it first came out on the ST.

The idea of the game is that you have to rescue a group of hostages who have been kidnapped by a gang of international terrorist. To do this you have to shoot everything that moves if it looks hostile. Take care not to shoot the innocent people and Red Cross nurses though.

Extra ammo can be collected by shooting the falling clips and also by blasting the poor, innocent animals such as pigs and chickens. These sometimes reveal more ammo and rockets for you to maim people with.

You must also make sure that you get the soldier who occasionally throws grenades and knives at you as these greatly deplete your energy.



ACTION ANALYSIS

This was a classic arcade coin-op. One of the major problems with the ST conversion was the amount of disk swapping that had to take place with the game on three disks. It's now been crunched down onto one thus eradicating this problem.

85%

Enjoyability rating

9/10

Value for money

MOONWALKER

KIXX

£7.99

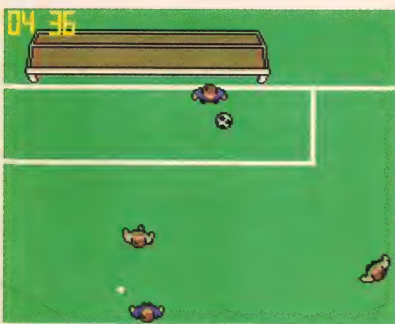
It's not totally surprising that when Michael Jackson made a film, it would be converted into game form. Moonwalker was, without doubt, one of the weirdest films ever made and that was obviously going to create problems for anyone trying to make a game of it.

It contains four levels of very strange gameplay. The first has you wandering around the film studios trying to find the seven different parts of a rabbit costume, so that Mike can disguise himself from his fans (told you it was weird!).

It doesn't get any better either with later levels seeing you trying to kill off the evil drug baron - Mr. Big (original name he's landed himself with there!).

You even get a tinny rendition of some of MJ's best tunes (if you're into that sort of thing). You may find yourself reaching for the volume switch before long. If you need everything Michael Jackson then this is for you.

Weird film. Weird game! But still what do you want for eight quid?



ACTION ANALYSIS

There always seems to be a never-ending stream of footy games on the market and now they're even going budget. Fortunately, this is quite a nice little game. It's obviously not Kick Off 2, but then again it isn't £25 either. Good fun in two-player mode.

69%

Enjoyability rating

7/10

Value for money

NORTH & SOUTH ACTION SIXTEEN

£7.99

Travel back to the time of the American Civil War and fight as either a Yankee or a Confederate with the aid of characters straight out of the cult French comic book – *Les Tuniques Bleues*.

The game comes complete with one or two player options of which the latter makes this into one of the most addictive games ever! You must try to encircle your enemy, be it the computer or a friend, and launch surprise attacks on them in order to wipe them out.

Move your troops, stop trains, take forts by storm and lead your troops into battle on the mini battlefield to teach your enemies a lesson or two in warfaring. Nice graphics and sound and totally addictive two-player action make this one to check out.

French software has always been noted for its originality and North & South is no exception. You'll be hooked as soon as you've played this. A snip at under £8. If this isn't in your collection, it should be.



ACTION ANALYSIS

This is one of my all-time favourite games. It's very difficult to be beaten in two-player mode. Get a mate round and play this and you'll be instantly hooked. At just under £8, this is a must for anyone who hasn't got it already. Go out and buy it – now!

85%

Enjoyability rating

9/10

Value for money

Basement



ACTION ANALYSIS

Moonwalker unfortunately isn't one of the best games you're ever likely to play. The gameplay is pretty dire and you'd probably have to be a die-hard Jackson fan before you'd keep coming back to this one. Definitely worth looking at before you buy it.

58%

Enjoyability rating

5/10

Value for money

CALIFORNIA GAMES

KIXX

£7.99

Ever fancied a bit of the surf and sea lifestyle? Ever yearned to walk along the bronzed beaches of California watching the surfers? Ever fancied playing Footbag? Probably not (well to the last one anyway), but now's your chance, at the affordable price of £7.99.

There are loads of different sunny events for you take part in such as surfing, footbag, half-pipe, skating and BMXing, each with a different technique. California Games is another in Epyx's successful series and anyone familiar with them will know what kind of game this is.

In each event, you can compete against the computer or a few friends. You must first choose a sponsor and then it's off to the shores. After each event, you get a progress report on how well you are doing and if you are good enough, you might just win the coveted champions trophy.

It's better as a multi-player game when you're competing against your mates but it's okay on your own too!



ACTION ANALYSIS

California Games is looking a bit dated these days but certainly has to be given full marks for its originality. Graphically and sonically it's nothing special but it is quite nice to play. The competition gets pretty intense when you play with a friend too. Good fun!

67%

Enjoyability rating

7/10

Value for money

PD or not PD

It's me again, Dotty, with another amazing PD section for you to read and enjoy. Most of this month's demos are easily available from all PD libraries who can be contacted at the addresses below.

This month we are going to take a look at two games from Elmsoft – Draw Poker and Target, Gunner – a shoot'em-up from Trust, and a couple of adventure games from Goodman. Each is fun to play and offers a great deal of excitement.

DRAW POKER – ELMSOFT PD

Draw Poker is a card game based on any number of players and one dealer. The dealer deals (you'd never have guessed it, would you?) each player five cards. After looking at your cards, you are given the option of changing any number of them for fresh cards from the pack in order to make a better hand to gamble with.

This move allows you to compile a better hand and gives you the chance of making some more cash. The game is totally mouse controlled and all options are accessible via a selection of menus. So now you've no excuse not to make a mint – or lose your shirt!



QUEST FOR THE HOLY GRAIL – GOODMAN PD

This game will be instantly appealing to all of you who have watched the great Monty Python film, Quest for the Holy Grail. It follows the storyline to the exact, minutest detail. Definitely one for fans of the film, and still worth a look if you fancy a change.

You play the part of a peasant, searching for fame and fortune in the big city. You are armed with nothing but a sword and your fast growing wits. You must make your way into the castle and become a knight of the famous Round Table of King Arthur. Look out for the Dark Knight scene – even in words it's a classic.

CONTACT POINT

Elmsoft: P.O.Box 17, Loughton, Essex.

Trust: 18 The Park, Halifax, West Yorkshire.

Goodman: 16 Conrad Close, Meirhey Estate, Stoke-on-Trent, Staffs.

GUNNER – TRUST PD

This is a cross hair shoot'em-up type of game, brought to you by Trust PD of Halifax. You must work your way through the levels and finally reach the master of the gate. To complete a level, you must guide your cross hair over the fast-moving targets and let loose with a volley of lead.

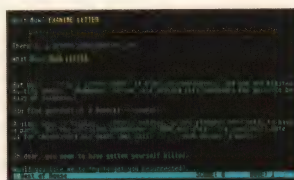
To complete a stage, you must shoot the required number of targets. This tally goes up as your skill, and the level, increases. The backdrops change as you progress and the targets get smaller and appear more agile. Fortunately, your ammunition never runs out, so you can blast your heart away.



PORK I – GOODMAN PD

Pork I is a remake of Zork I, the classic adventure game that sold absolutely loads of copies and is still selling even now. In this game, you must stroll around the landscape, examining all that you see.

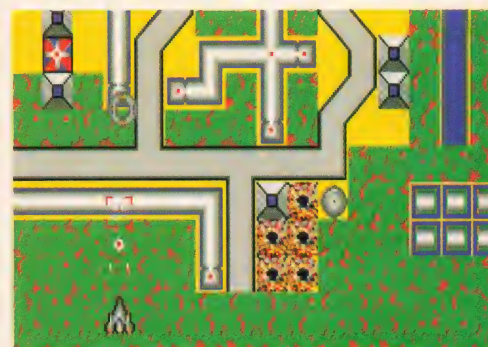
Control is via the usual keyboard commands of: Go East, Go Up, Take Key, Ask Bob and so on. You can look around the world, communicating with all the various characters and asking them all manner of weird and wonderful questions. A really involved game that should be a fine addition to your collection.



TARGET – ELMSOFT PD

Target is a vertically scrolling shoot'em-up that looks, and plays, very similar to the old 8-bit classic, Xevious. You take control of a small, but incredibly agile, spaceship in an attempt to rid the world of a fast growing enemy.

You must conquer the levels and destroy as many of the enemies' land forces as humanly possible. Your ship has been armed with the most technically advanced weaponry available and you must use this to your advantage.



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As the old saying goes, "a problem shared is a problem halved". If you've got any old moans, parcel them up and send them in to:

Paul McNally, Write On!, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

PIRACY PREVAILS

A few months ago I bought your magazine for the first time. I tried all other magazines before and really thought ST Action was one of the best. But how nice it was to read a letter from that guy in Scotland. He told you guys not to use the Automation packer v2.3r, and that he was against piracy, but should we really believe he has never touched a single pirate software disk. Ha-Ha what a joke!

He would be the first guy in this computer-universe who doesn't have one single pirated software disk. Everybody out there has just a single one and everybody knows that originals are too expensive to buy one every week. Personally I bought a lot of originals, but I've also got lots of pirated software. So this guy is really special. I would really like to know him, maybe we could exchange some software!

By the way, guys like Automation are doing very nice work. Take a look at their menus and you will see they are making very nice intros and also the packing requires a lot of experience. Automation is not the only good packer around, there are many more doing fine jobs. There's nothing wrong with these packers. They are very handy in getting more than one demo on a disk.

ST Action should use more of them than they could get more than four demos on their cover disks! And what does it matter if Ocean stops producing software when Atari has already stopped producing 90% of STs too!

Anon.

ST Action only used the packer to try and get extra demos on the disk one month and we had no idea of the response it would cause. It is true that it is a fine program, but that does not make the cracked disks that are put together with it legal.

Piracy is gradually destroying the software industry, which will obviously hurt the punters out there in the long run. I find it incredible that you don't care if the companies stop producing games just because ST production has been reduced (and not by 90%!). If there are no games coming out, there'll be no games for you to pirate illegally will there?

BACK PASSAGE BLUES

With reference to Issue 36, April 1991, Back Passage, I find it quite surprising that three people, of a mature age, can use an international publication to broadcast their personal moans. I am offended that you can make an offensive on the Police in such a cowardly and safe way.

Back Passage is indexed as "ST Action's humorous and sometimes drroll look at events that will probably be of little interest to everybody". Totally the opposite, I found it very interesting.

WHO'S NUMBER ONE THIS MONTH?

I have been buying your brilliant mag for over a year now. I think it must be the best ST mag available. Now for my points which I hope are of interest to you.

- 1) I think you should have a table of the top twenty best selling games.
- 2) I think you should have a little box in the corner summing up all the good and bad points of each game so you don't have to keep searching through the review.
- 3) I think everyone's letter that gets published in Write On should get a present.
- 4) I am thinking of buying a one meg machine. Can you tell me what the benefits of this are?

The "Bored Policeman" as you called him, was doing his job and doing it well. You yourselves have stereotyped the "criminal" as a person who drives recklessly with no care or attention for anyone else. That is certainly not the case. He stopped you to check if you were "wanted", that is any unpaid fines, court appearance and so on. Also to check if the car you were travelling in was in a safe roadworthy condition, something very difficult to tell when the vehicle is travelling at 28 miles per hour.

As a taxpayer I am happy that my money is being spent on stopping vehicles on the road, no matter what the first impression of the occupants is.

How did the policeman know that the car was yours? How did he know that you were not wanted for anything and how did he know the car was in a legal state?

I look forward to receiving a reply to this letter, whether personal or via ST Action and also a full written apology to the Police.

PA Dufty, Bristol.

OK, OK! So maybe we were a little harsh on the bobbies. Yes, they do a great job and yes, we all appreciate what they do. We were sure a lot of other people could relate to the incident so we thought we'd portray the situation in a mildly humorous sense.

The best comedy is the comedy that people can associate themselves with. However, our 'critical' tone was perhaps too strong and we apologise. May the force be with us, forever!

VIRUS-FREE ZONE

I recently bought issue 36 of ST Action. When I came to load the cover disk I found it wouldn't

- 5) I would recommend Speedball 2 to everyone as it's the best game I've ever played.
- 6) Keep up the good work!

John Evans, Combe-Martin.

Okay then, in answer to all the points you raised.

- 1) ST Action now includes the official Gallup ST charts, so you can see what game is where.
- 2) The Comment box is there to give you a summary of the good and bad points.
- 3) We're not made of money!
- 4) A lot of games are coming out on one meg only, for example, the Sierra range.
- 5) Speedball 2 is a truly great game and that's why it got such a high score in ST Action. It just goes to show you can rely on our scores!

work. After a few tries, I then checked the disk for viruses. On the cover disk I found a virus which I proceeded to destroy with Virus Die.Prg.

Quite luckily the virus didn't transfer onto any of my other disks because they were write-protected. But now my cover disk only loads every few tries and I am not totally sure whether or not my computer has been damaged in any way.

I would like you to explain why there was a virus on the disk in the first place. Also please could you send my a new copy of the issue 36 coverdisk if possible (remember to check for viruses in the future)?

Ian Cheetham, Stafford.

Strange one this. Let me first assure you that no Cover Disk from ST Action has ever been infected with a virus - they are meticulously checked before and after duplication.

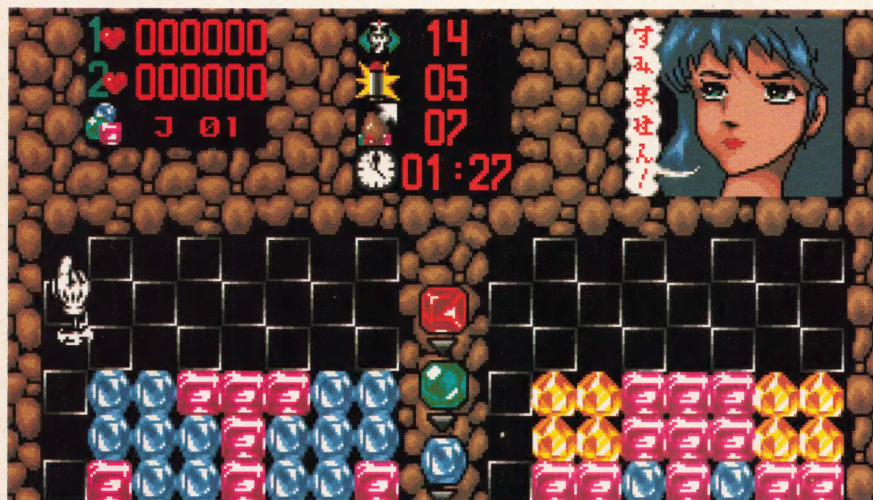
It is possible that Virus Die (which I'm not familiar with - we use AVK 3.9) may not have recognised the Immunisation that the disk was treated with and reported a virus. No harm will have come to your computer either.

I would like to take this opportunity once again to repeat that if you need a replacement for your disk it must be returned to Stanley Precision (see the address on the disk intro page) and they'll sort you out. We have neither the machinery nor the time to deal with them here, and cannot guarantee their return.

Each month there's a prize awaiting the writer of the best letter published

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CUTIE CORNER

Just as we promised you last month, here's our very own Jason as his girlfriend has never seen him before. Tragically we have to tell you that his sense of fashion has slowly declined and he now looks very sad indeed. His teeth have developed a little more now, but this lovable little rogue has hardly changed as the years have passed him by.

Next month we present the prize of our Cutie collection. Old Alan "Sir" Bunker himself will be gracing this page. Also as a special treat for the girls we've got our new Assistant Art Ed, Paul in a series of fetching poses! Same time, same place, same space!



ADDICTED TO GAMEBOYS

It came to our attention recently while reading the popular press that a certain section of the population were having a little problem. That problem is their Nintendo consoles. This little beastie is already in more than half a million homes and is being blamed for problems such as truancy, marital rows and job losses! So much so a counselling service has now been set up in the UK! You can now find out how to complete your favourite game so you don't have to tear your hair out all week! We've got our very own Dotty to do that anyway!

THANKS TO.....

A quick mention to Brad and Natasha from The Computer Shop in the Arndale Centre, Manchester for cheering up Paul and Jason's Saturdays and helping them out with a couple of things.

COMPETITION WINNERS

Here are the lucky winners of the fantastic Robocomp competition we ran in our March issue. The incredibly lucky, should-be-forever-grateful winner of a brand new spankingly gorgeous video recorder is Michael Darby from Prestwich in Manchester.

The five runners-up who'll receive a copy of the Robocop video are Ejike Agubor, Woolwich, London; Bill Brand, Perth; Peter Waiting, Heysham, Lancs; Jacky Napier, Newcastle and Lee Fletcher, Cramlington, Northumberland.

The other 20 lucky winners all pick up a copy of the Robocop 2 game to play about with and they are: Dickon Smart-Gill, Cockermouth; Daniel May, East Grinstead; Darren Schokman, Crawley; A Hardgrave, Coulsdon; Stuart Kelly, Reading; Jonathon Anderson, Northampton; Eric Downtril, Morey; Gavin Ogden, Hyde, Cheshire; Adrian Beadle, Chadwell, Essex; P Kirk, Painswick, Glos; Mark Chamberlin, Norwich; DA Rutland, Sheffield; Daniel Robertson, Twynning; Luke Eddy, South Humberside; Emily-Jayne Sherry, Laindon; Richard Crossley, Mirfield; Frank Charlton, Winlaton, Tyne & Wear; Robert Gregory, Tonbridge; Ben Glenn, Leicester and Niall Strachan, Inverness.

NEXT MONTH...

I PLAY 3-D SOCCER

Coming straight from Italy comes a new dimension in footy sims. Take control of one player and play soccer with a view from the head-height perspective. You're down at pitch level so you're right where the action happens. You can take on the role of any player on the pitch and frequently switch between positions as you go all out for that winning goal. Check out our definitive review next month.

ENCOUNTER - NOVAGEN

Next month, we will hopefully be taking a look at the new game from the author of Damocles - Paul Woakes. From what we've seen so far, it looks original and pretty hot stuff. The graphics are 3-D and look rather special too. Encounter has been kept secret right up to its launch and now it's almost ready to be put through the Action treatment.



OTHELLO KILLER

New from French giants Ubi Soft comes Othello Killer, which, not surprisingly, is based on Othello. Featuring speech from your evil opponent, who plays a pretty mean game himself; it also includes an option to let the computer show you all possible moves!

QUADREL - LORICIEL

Another French board game type of thing is Quadrel. It adopts the famous four colour theory and you must attempt to paint an entire picture using four colours without having two objects of the same colour touching each other. Complicated? See for yourself next month!

**That's it for this
month. Look out for
the next issue out on
13th June.**

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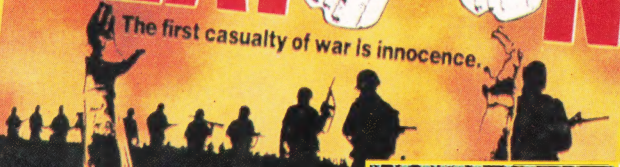
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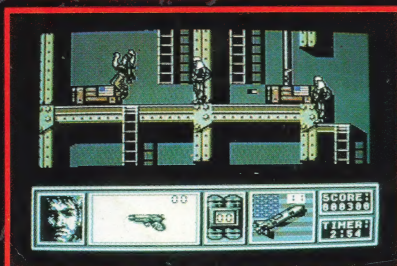
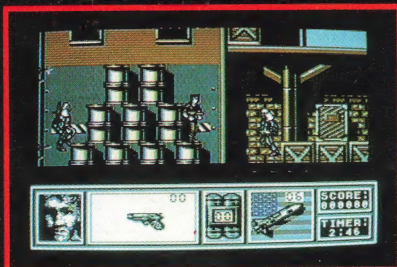
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